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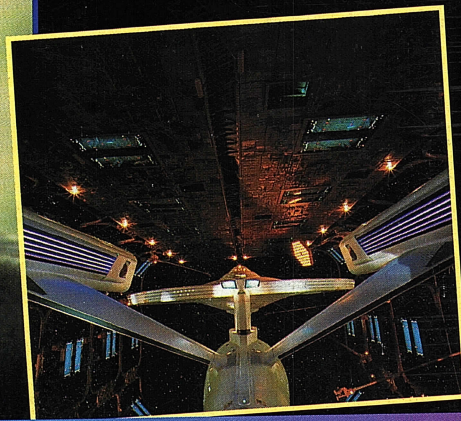
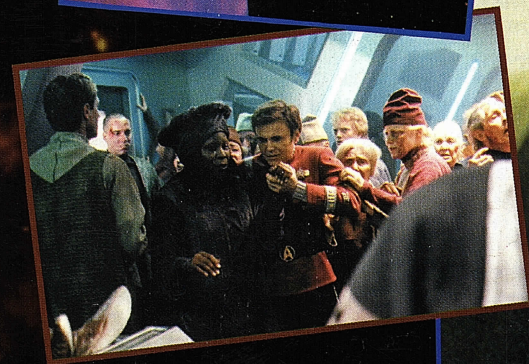
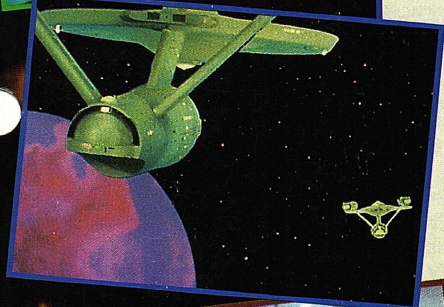


Ezri Dax: Station Counselor
Nine lifetimes of valuable experience

Spock's Leisure Activities
Vulcan officer's off-duty pursuits

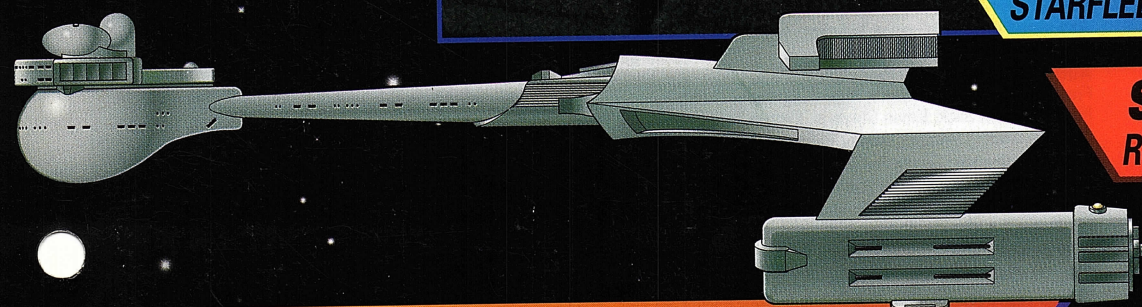
U.S.S. EXETER NCC-1672
Crew killed by an ancient virus

False Life on Delta Rana IV
Illusory world of a lonely Douwd



SAN FRANCISCO SHIP YARDS
STARFLEET building ground and launch site

Sad Fate of the El-Aurians
Refugees from an assimilated world



ROMULAN BATTLE CRUISERS

ISSN 1364-3983



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THE OFFICIAL STAR TREK® FACT FILES



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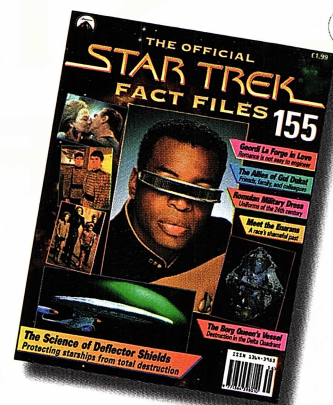
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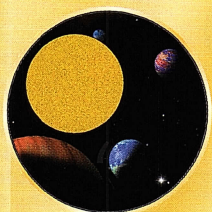
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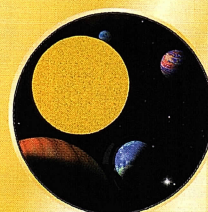


STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 23

DELTA RANA IV



STAR SYSTEMS

Delta Rana IV was once home to a thriving Federation colony, until virtually all life on the planet's surface was obliterated by a race of brutal alien aggressors. Now it is home to a single lonely, immortal being.

Delta Rana IV is the fourth planet in the Delta Rana star system. A Class-M world with three moons, it was once the home of a thriving Federation colony of 11000 inhabitants. In 2361, this colony, and its entire human population, are destroyed by an alien species known as the **Husnock**.

Most of the planet's surface is transformed into a barren, brown desert with rocky outcroppings and no vegetation. Scans of the planet reveal it to be a charred wasteland with virtually no life forms, water,

food, or artificial structures. The one exception to this is a small patch of land containing a house, surrounded by lush fauna, that is apparently untouched by the nuclear holocaust-like devastation caused by the aggressive Husnock.

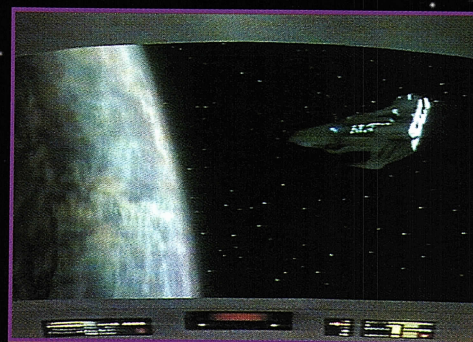
Safe haven

The occupants of the house are an elderly human botanist named **Kevin Uxbridge** and his wife, **Rishon**. Calm, content, and seemingly unfazed by the destruction around them, the couple and their placid environment present an intriguing puzzle

▶ *From orbit, Delta Rana IV is a dead world. Its surface is left scorched and barren after the Husnock invasion.*

for **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D**.

The mystery of the couple is explained by the fact that Kevin Uxbridge is actually a **Douwd**, one of a little known but immortal race of beings. Douwds, who are pacifists by nature, possess extraordinary powers that make them capable of both creation and destruction. They can easily assume other forms, including that of humans. The Uxbridge



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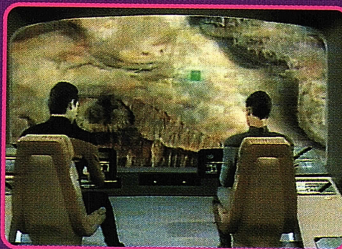
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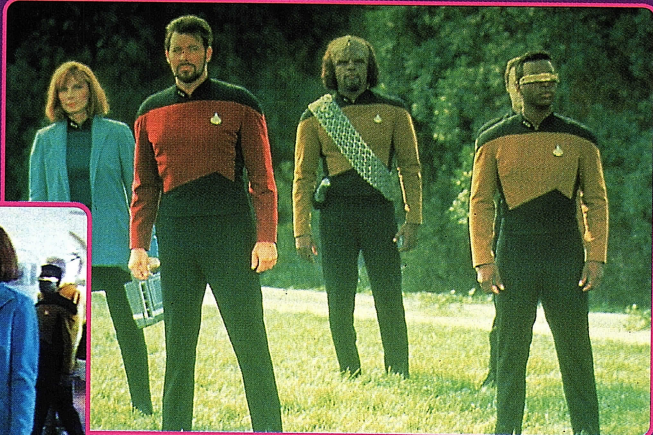
Past glory

The Uxbridges' house and grounds provide a picture of Delta Rana IV's past beauty, and what life in this Federation colony must have been like before the arrival of the Husnock. The property features a long, rectangular lawn of green grass that is bordered by trees. Kevin Uxbridge and his wife regularly waltz, and spend a great deal of time working in their garden together. Rishon describes Delta Rana IV to the **U.S.S. Enterprise** crew as a lush planet where tea used to grow wild everywhere.

▶ *The Uxbridges' house is spacious and airy. The Douwd has recreated every detail of his home.*



▶ *The Uxbridges' property appears on the U.S.S. ENTERPRISE's viewscreen. It is an isolated square surrounded by desolate land.*



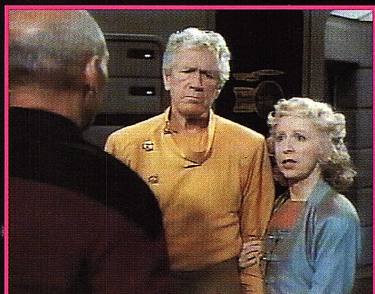
▶ *When an away team from the ENTERPRISE beam down to Delta Rana IV, they are amazed to find that a plot of trees and grass, as well as a single building, have survived amid such ruin.*

Planet	Delta Rana IV
Class	M
Quadrant	Alpha
Inhabitants	Humanoid

Former status	Federation colony
Surface	A desolate landscape. Little life survives on the planet's surface following a ruthless attack by the Husnock.
Life Forms	The planet is now inhabited by a single immortal being, who exists as pure energy.
Environment	It is assumed that the Uxbridge property is a faithful reproduction of what the planet looked like before the Husnock attack.
Starship Log	STAR TREK: THE NEXT GENERATION 'The Survivors'



▼ *The survival of the Uxbridges puzzles Captain Picard. He is skeptical of Kevin's claim that the Husnocks spared his land because he and his wife did not raise arms against them.*



Douwd met and fell in love with a human woman named Rishon while in human form on Delta Rana IV. Forsaking his powers to marry her and live as a human, the near-omnipotent being spent 53 happy years as Rishon's husband.

Peaceful stand

When the Husnock attacked Delta Rana IV, the Douwd did not fight because of his pacifist principles. The loss of his beloved wife during the conflict, however, drove him into a fit of rage and he destroyed the entire Husnock species – a population of 50 billion beings. The Douwd then recreated his pleasant house, its peaceful grounds, and his loving wife on a small piece of the planet's surface.

The recreation of the Uxbridges' home is not real, but its seeming tangibility reveals the extent of the Douwd's incredible powers. Far more advanced than **holodeck** simulations, the house and grounds are created from physical material. When scanned by the *Enterprise*, the Uxbridges' house reads as normal; all of the typical materials used in Federation colony housing are present. Rishon scans as a human life form, as does Kevin Uxbridge. Even a medical examination reveals nothing unusual about the colonists.

The oasis of tranquility that is the Uxbridges'

house and grounds stands in stark contrast to the rest of the planet's surface. The immaculate property is bordered on all sides by the desolate planet's barren emptiness. Despite the seeming incompatibility of his home with the rest of the planet, the Douwd is highly protective of his secret, and of the work that he has done to restore his small patch of Delta Rana IV. He skillfully blocks **Counselor Deanna Troi's** empathic powers by implanting unbearable music in her brain, eventually causing her to fall into a temporary coma. The Douwd considers Delta Rana IV to be his home, and he does not want anyone to interfere with him or its present state.

Suspicious behavior

It is only through shrewd observation and deductive reasoning that Picard begins to realize what is really happening on Delta Rana IV. The captain notices that Kevin Uxbridge is overly anxious for the *Enterprise* crew to leave, even though he and his wife are seemingly in jeopardy. Picard is also perplexed by a suspicious ship that appears out of nowhere, stays near the planet, and continually threatens the Federation starship, trying to drive it away without ever attacking it with full power. The ship also refuses to attack Delta Rana IV, which puzzles

The Guide to the STAR TREK Galaxy

FILE 4

CARD 23

DELTA RANA IV



STAR SYSTEMS



STAR SYSTEMS



▲ *Kevin Uxbridge is actually revealed to be a Douwd. This immortal being lived as a human on Delta Rana IV.*

the *Enterprise* crew who assume that it is one of the Husnock ships responsible for the planet's devastation.

Captain Picard tells Kevin Uxbridge that the *Enterprise* will stay in orbit around Delta Rana IV as long as he and his wife remain alive. Shortly thereafter, the alien ship destroys the house and its two inhabitants. The *Enterprise* pretends to leave Delta Rana IV, but hides nearby where it can observe the planet. After approximately three hours, the house, its grounds, and the

▲ *The Uxbridge house is a large, geometric structure, overlooking flowers and trees. It is bathed in sunshine.*

Uxbridges miraculously reappear. This leads Picard to beam up the couple, forcing the Douwd to reveal his true identity. He also admits that the alien ship is another of his creations.

Monument to power

Ultimately, Delta Rana IV stands as a study in opposites. A once-beautiful and serene planet ravaged by war, it remains a haven for a single, seemingly omnipotent being. Despite his powers, the Douwd is unable to overcome his guilt about

GALAXY FACTS

▶ Another planet on which a complex illusory scenario has been created for the benefit of a single being is **Alpha Onias III**. The lonely alien boy Barash is left there by his mother, along with technology that cares for him.

▶ The Douwd appears to have similar abilities to the omnipotent being Q, who is also capable of creating environments and manipulating matter into any form that he wills.

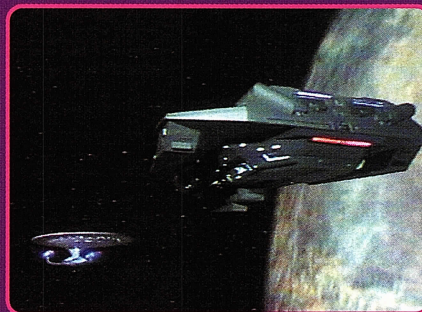
destroying the Husnock. For a peaceful, immortal life form, such an act is a high crime, indeed. Picard, however, decides that he and the *Enterprise* crew are unfit to act as judges. He permits the Douwd to return to the solitude of Delta Rana IV, and to go on living his illusory life. As the captain notes in his log, "We leave behind a being of extraordinary power and conscience. I'm not certain if he should be praised or condemned. Only that he should be left alone."

ALIEN INVADERS

The Husnock

The Federation appears to know very little about the Husnock, except that a **Husnock Vessel** was responsible for the death and destruction on Delta Rana IV in 2366. The entire civilization is now extinct – eradicated in a single act of revenge by an immortal being, a member of the Douwd. The Husnock ship recreated by the Douwd and used to attack the *U.S.S. Enterprise*, reveals advanced technology and weapons that rival those of the Starfleet vessel. It is not known why the alien aggressors attacked the Federation colony, or if the actions of the vessel and its crew were typical of their people. Whether or not they were acting with the full consensus of the Husnock, however, the entire race was punished for their crime.

▶ *The mystery of Delta Rana IV is finally unveiled when Uxbridge admits he is a Douwd. He erased the entire Husnock civilization from existence in a moment of rage.*



▲ *The Uxbridge Douwd recreates the HUSNOCK VESSEL that attacked the Federation colony, in order to drive away the U.S.S. ENTERPRISE.*





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 93



OTHER GROUPS
AND RACES

THE EL-AURIANS

Guinan, the El-Aurian bartender on the *U.S.S. Enterprise NCC-1701-D*, explains her role in simple terms: "I tend bar. I listen." Such a calm understatement belies the capacity for deep insight and observation for which El-Aurians are renowned throughout the Galaxy.

Often called "the race of listeners," **El-Aurians** are exceptionally long lived humanoid; a six or seven hundred year-old El-Aurian would look middle aged by human standards.

In the late 23rd century, the El-Aurian homeworld, located outside of **United Federation of Planets** space, is assimilated and destroyed by the **Borg collective**. Prior to this

disaster, the El-Aurians were a socially mature race with spacefaring technology, but the Borg erase virtually all trace of their culture and achievements.

Refugees

The surviving El-Aurians, homeless and broken-hearted, scatter throughout the Galaxy. Some 400 refugees flee the disaster area in a convoy of two El-Aurian transport ships, only to meet with further

tragedy during their journey.

In 2293, the transport vessels are close to Earth when they become trapped in a powerful energy ribbon, later identified as the temporal distortion known as the **nexus**. This energy ribbon threatens to tear the ships apart, and distress calls are urgently issued. The only starship close enough to respond is the *U.S.S. Enterprise NCC-1701-B*, fresh out of **Spacedock** on a



▲ In the latter years of the 23rd century, 200 El-Aurian refugees flee the assimilation of their homeworld by the Borg collective.

demonstration flight for the Federation press. Sadly, the rescue mission retrieves only 47 refugees

OTHER CARDS IN THIS FILE...

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- 9 EMPATHIC METAMORPHS
- 122 THE BA'KU

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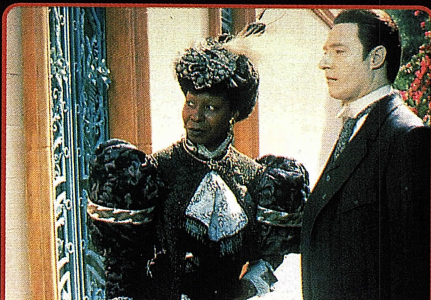
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NEXT GENERATION.....File 69

EL-AURIAN EXPLORERS

Cultural experience

In Earth's late 19th century, the El-Aurian Guinan visited San Francisco; she was just 100 years old at the time. Guinan posed as an author and made contact with such notable literary figures as Samuel L. Clemens (aka Mark Twain.) What is interesting about Guinan's presence on Earth in the 1890's is that her visit appears to be motivated by a spirit of personal growth and enquiry, rather than as part of an academic or scientific project. Additionally, the El-Aurians seem to have no equivalent of the Federation's Prime Directive; instead of hiding from humans, Guinan makes a name for herself among the period's most prominent citizens.

▼ The android Data of the *U.S.S. ENTERPRISE* is sent into Earth's past via a portal on *Devidia II*. He is surprised to see Guinan's face in the newspapers at this time and meets with her at a literary reception.



▲ Guinan first meets Captain Picard in the 1890's. She helps his officers to track down aliens from *Devidia II*, who are killing 19th-century human beings by draining their neural energy. The younger Guinan's visit to Earth appears to be a purely cultural trip.

Race	El-Aurians
Class	N/A
Quadrant	Alpha
Type	Humanoid

Government	The El-Aurians are a refugee race. They appear to lack any kind of governing body independent of the Federation.
History	The El-Aurian homeworld was destroyed by the Borg collective.
Characteristics	The race are also known as 'the listeners' and some appear to possess extrasensory perception.
Starship log	STAR TREK: THE NEXT GENERATION 'The Child'; STAR TREK GENERATIONS





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

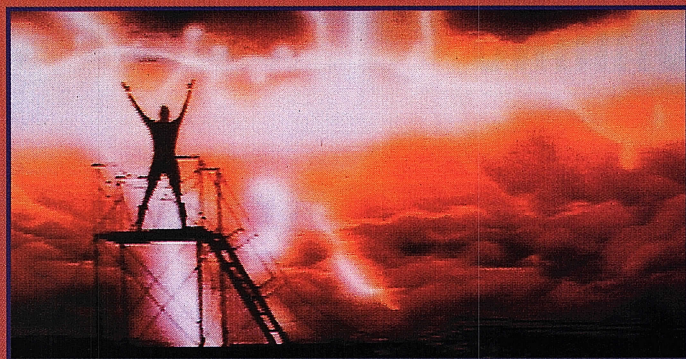
CARD 93



OTHER GROUPS
AND RACES

THE EL-AURIANS

Many El-Aurian refugees experience the energy ribbon known as the nexus before they are rescued by the U.S.S. *ENTERPRISE* NCC-1701-B. In 2371, Dr. Tolian Soran tries to return to this alternate reality.



▶ **Guinan is the best known El-Aurian within Starfleet circles. She serves as bartender on board the U.S.S. *ENTERPRISE* NCC-1701-D and is well-liked for her ability to listen. The wise counsel she gives is valued by her friends and colleagues.**



from one of the transports, the *S.S. Lakul*, before both vessels are destroyed.

Among those rescued are Dr. Tolian Soran, a brilliant scientist whose wife and children were killed by the Borg. Soran is given a brief taste of the paradise at the heart of the nexus while beaming off the *Lakul*. He spends the next eight decades desperately trying to engineer another encounter with the energy ribbon. His obsessive desire to return to the nexus leads Soran to destroy the *Amargosa* star using a trilitium quantum phase inhibitor in 2371. Former captain of the *U.S.S. Enterprise* NCC-1701 and NCC-1701-A, James T. Kirk, sacrifices his life in order to stop the scientist from further obliterating 230 million life forms on the planet Veridian IV.

The female El-Aurian known only as Guinan

is also rescued from the *Lakul*; some 80 years later, she is employed aboard the *Galaxy*-class *U.S.S. Enterprise* NCC-1701-D, as a civilian bartender in Ten-Forward, where her race's well-known listening skills are appreciated by officers as diverse as the android Lt. Commander Data, the Klingon Lt. Worf, Lt. Commander Geordi La Forge, Ensign Ro Laren, and especially Captain Jean-Luc Picard.

El-Aurian conman

Not all El-Aurians share Guinan's compassionate nature; Martus Mazur, another refugee, arrives on Federation station *Deep Space Nine* in 2370 and uses his listening gifts to swindle people out of their money. Mazur is eventually arrested and deported from the station.

The El-Aurians are known to have traveled throughout the Galaxy before the Borg



assault on their homeworld. As early as 1890, the race visited Earth to experience the planet's cultural life. For El-Aurians, space travel across the Galaxy is a commonplace event some 200 years before humanity achieves warp travel and makes first contact with the Vulcans in 2063.

Sixth sense

It is not known if all El-Aurians have extra-sensory perception, but Guinan's exposure to the nexus appears to have given her some kind of psychic ability. This suggests that her people possess a latent telepathy.

▶ **Only 47 El-Aurians refugees out of 200 are rescued. The other 153 are killed when their transport ships break apart.**

▶ **The El-Aurians are known as the race of listeners, but not all of them use their gifts for noble purposes. Martus Mazur visits *DEEP SPACE NINE* in 2370 and uses his 'listening' abilities to acquire an alien device that manipulates the laws of probability. Mazur uses it to open up a casino.**



The nature of this ability is very subtle; for example, Guinan seems to be sensitive to temporal anomalies – disruptions in spacetime leave her with the sense that something simply does not 'feel' right.

In general, El-Aurians are

known as a wise race. Guinan's good counsel only deepens in the aftermath of the Borg attack and continues to mature over the centuries, exemplifying the El-Aurians' strength of character even in the most tragic of circumstances.

GALAXY FACTS

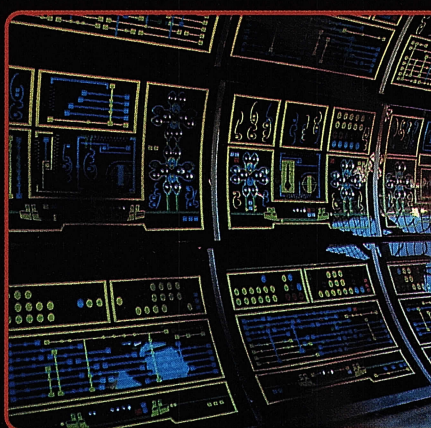
- ▶ Multiple marriages are quite common among El-Aurians. They will have many children over the course of their lives, but may not start parenthood until they reach 200 years old.
- ▶ Guinan and Q encountered each other in the late 23rd century, and now regard each other with disdain and contempt. It is not known exactly what happened during their meeting.

EL-AURIAN TECHNOLOGY

Advanced sciences

Before the destruction of their homeworld by the Borg, the El-Aurian civilization appeared to be no stranger to sophisticated science and technology. This may even have been why the collective chose to assimilate and add the race's technological distinctiveness to their own. It is not known how much of their technology is preserved, but in 2371 the destructive power of El-Aurian science is demonstrated by the scientist Dr. Tolian Soran. The doctor attempts to return to the nexus by using trilitium to ignite a series of stellar implosions. Soran also constructs a trilitium rocket on Veridian III, which he intends to use to draw the energy ribbon toward him. His plan involves the sacrifice of the heavily populated Veridian IV, but fortunately he is stopped by *Enterprise* captains Jean-Luc Picard and James T. Kirk.

▶ **The interface wall of Dr. Soran's torpedo launcher is inscribed with the iconographic El-Aurian alphabet.**



▶ **Dr. Tolian Soran constructs a trilitium torpedo on Veridian III, in order to draw the nexus energy ribbon to the planet.**



FILE 32 STARBASES AND SPACE STATIONS

NAME:

FEDERATION STARFLEET

FACILITY:

DRYDOCK

LOCATION:

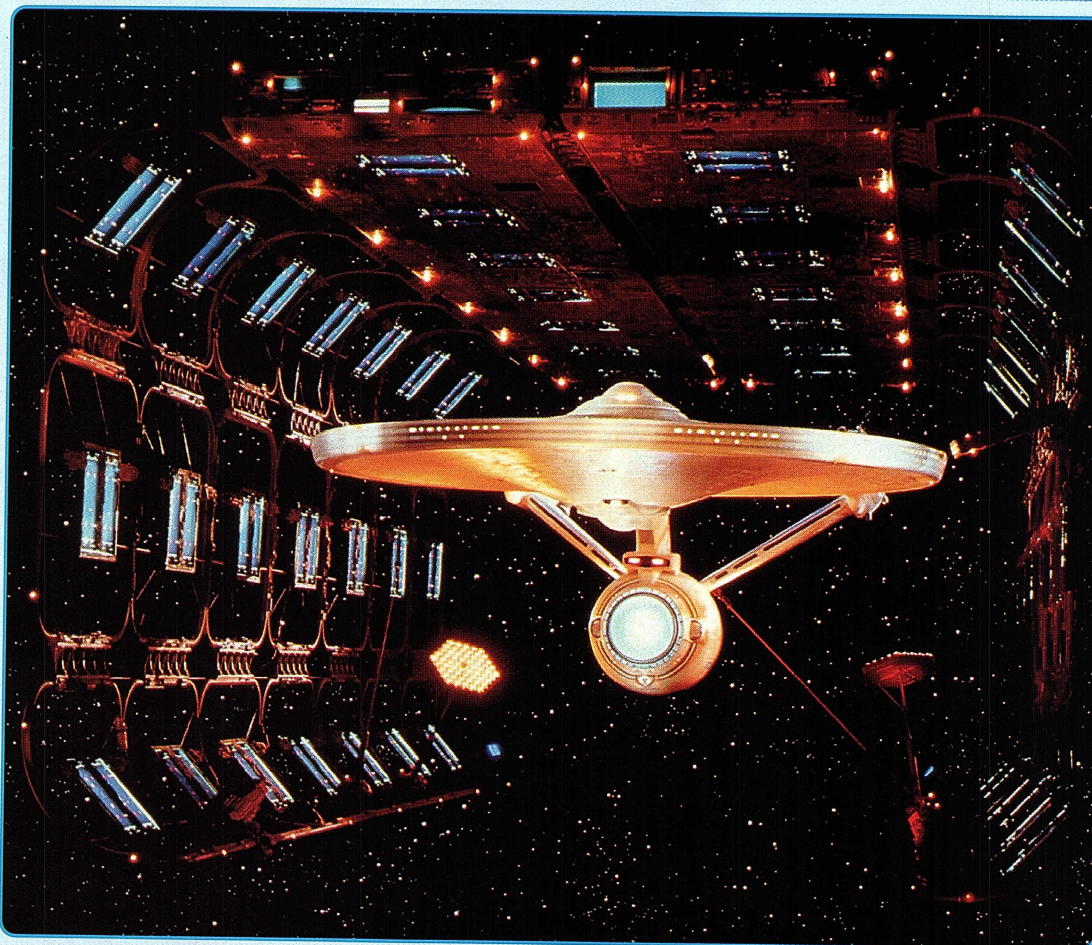
SAN FRANCISCO SHIP YARDS

As late as the 2290's, Earth's orbital **San Francisco Ship Yards** are among **Starfleet's** most important and prestigious starship-construction complexes. The use of such offworld facilities as the **Utopia Planitia Fleet Yards** orbiting Mars, and those outside Earth's system entirely, such as **40 Eridani-A**, eventually supplant the facility, but the docks in orbit above San Francisco on Earth's North American continent are used by the **United Federation of Planets** almost from its inception.

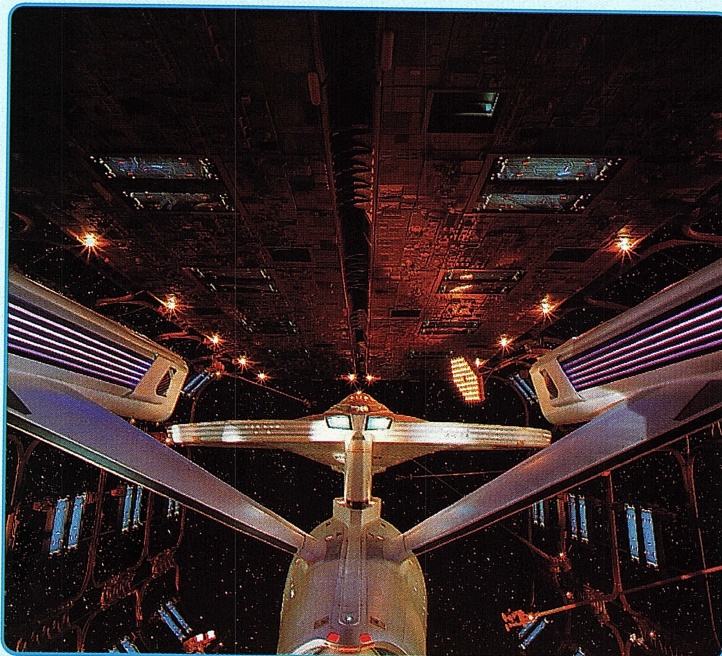
When the Federation was incorporated in 2161, Starfleet was also chartered with a mission "to boldly go where no man has gone before." The Earth city of San Francisco was chosen as the seat of government for the Federation's representative council. A **Starfleet Academy** campus was established at San Francisco's Presidio in the same year, as well as a training facility for Starfleet personnel.

Naval connections

Such decisions as these helped to link many of the modern Starfleet's conventions, traditions, and history to those of Earth's traditional navies. Many parallels can be drawn, not the least of which is San Francisco's central importance to both organizations.



▲ The **DRYDOCK** facility at the **SAN FRANCISCO SHIP YARDS** is a huge, rectangular latticework structure. It is large enough to accommodate even a **CONSTITUTION-class** starship.



▲ **SAN FRANCISCO SHIP YARDS' DRYDOCK** has served as the construction site of such famous starships as the **U.S.S. ENTERPRISE NCC-1701**, which also gets a refit there in 2270.

Starfleet's training complex and the Federation's governing branch are both based in San Francisco, so Starfleet's use of the city's ship yards for starship construction was a natural development. The facilities retained their designation as the **San Francisco Ship Yards** even after they were relocated to Earth's orbit.

Starships are constructed primarily in the **Drydock** facilities connected with the yards. These are large orbital service structures with delicate, weblike latticework that surrounds the ships docked there. The design of the **Drydock** allows work crews easy access to any section of the ship at any point during construction or repair.

Even if this complex were not steeped in Starfleet's early history, the **San Francisco Ship Yards** would remain famous for no other reason than its status as construction site of the original **U.S.S. Enterprise NCC-1701**, in 2245. Perhaps the most famous spacecraft in the

history of Federation space exploration, the original **Enterprise** is a **Constitution-class** starship that is in turn refit at **San Francisco** in 2270, following its legendary five-year mission under the command of **Captain James T. Kirk**.

Construction and refits

The facility is also equipped to upgrade, as well as build, starships. The **Enterprise's** refit is supervised by **Captain Willard Decker** and **Commander Montgomery Scott** in 2271. It is interesting to note that the use of the **San Francisco Ship Yards** for this refit is the primary reason Starfleet is able to send a vessel to intercept the advancing threat of **V'Ger**, illustrating the importance of maintaining repair facilities so close to Earth.

Other famous ships constructed at the **San Francisco Ship Yards** include the **U.S.S. Enterprise NCC-1701-A**, launched in 2286 and also commanded by James T. Kirk,

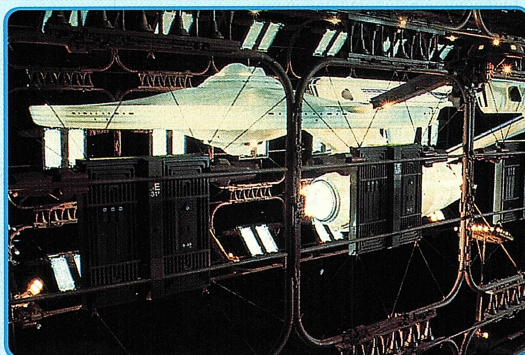




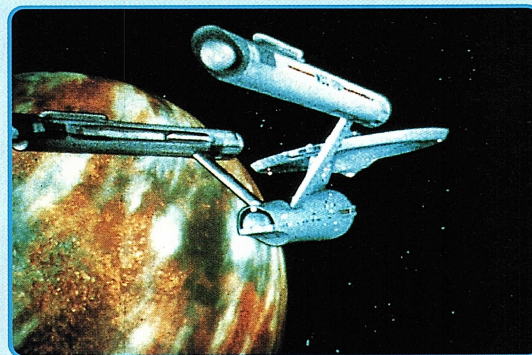
FILE 32 STARBASES AND SPACE STATIONS

and its successor, the **U.S.S. Enterprise NCC-1701-B**, in 2293. Later projects are moved to the *Utopia Planitia* facility on Mars.

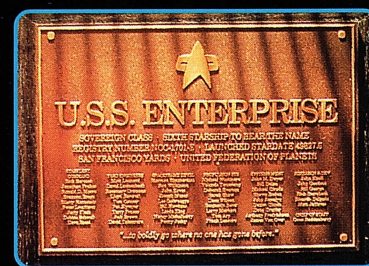
As the decades pass, the expansion of the Federation's territory eventually requires an entire network of shipbuilding and repair facilities to be established across the Galaxy, some of which are more advanced and better equipped than the *San Francisco Ship Yards*. Nevertheless, the important part it has played in Starfleet's formative years, and the legendary ships built there, will ensure its place in history.



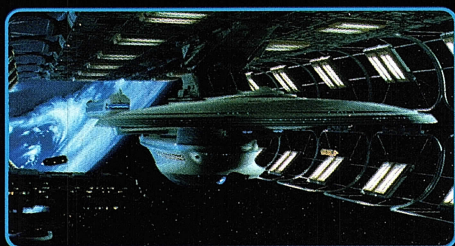
▲ The weblike design of the **DRYDOCK** allows the Starfleet construction crews a clear view of, and easy access to, every part of the vessel on which they are working.



▲ The **SAN FRANCISCO SHIP YARDS** provide a vital service to the Federation. Such famous ships as the **U.S.S. ENTERPRISE NCC-1701** and **1701-A** began their adventures from this facility.



▲ The **SAN FRANCISCO SHIP YARDS** continue to be an important Starfleet dock well into the 2370's. The **U.S.S. ENTERPRISE NCC-1701-E** is developed here, for example, as evidenced on its dedication plaque.



▲ The **U.S.S. ENTERPRISE NCC-1701-B** is also launched from **SAN FRANCISCO**, as Earth provides an impressive backdrop.

▲ The delicate appearance of the **SAN FRANCISCO SHIP YARDS'** lattice structure belies the facility's importance. From here, starships capable of negotiating vast regions of the Galaxy are constructed from raw materials, and launched on their missions of exploration.



TYPE:

CONSTITUTION-CLASS STARSHIP

REGISTRATION No:

NCC-1672

NAME:

U.S.S. EXETER

DORSAL VIEW

DEFLECTOR GRID

SHIP'S REGISTRY NUMBER

FORWARD PHASER ARRAY

MAIN BRIDGE

COMPRESSION RINGS

ENGINEERING HULL

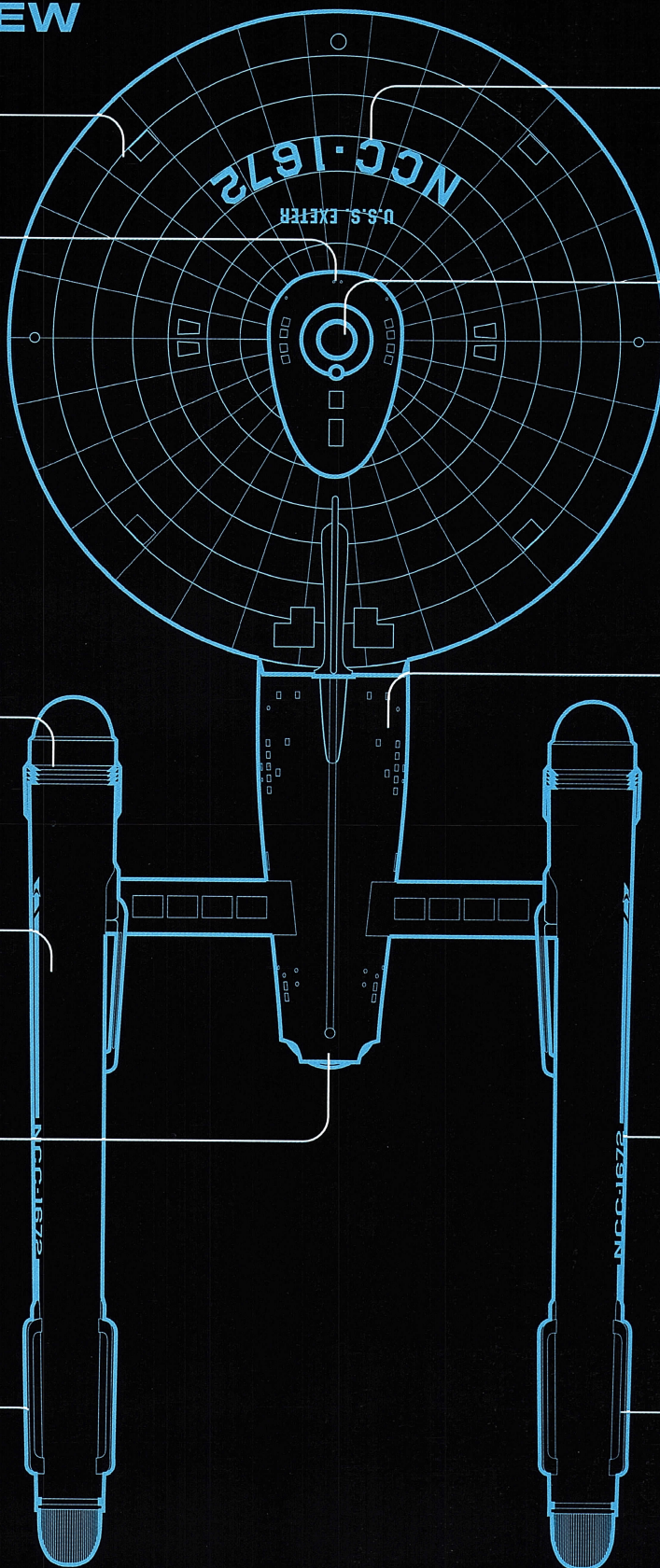
WARP NACELLE

MAIN SHUTTLEBAY

SHIP'S REGISTRY NUMBER

WARP INTERCOOLER INTAKE

WARP INTERCOOLER INTAKE



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FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

CONSTITUTION-CLASS STARSHIP

REGISTRATION No:

NCC-1672

NAME:

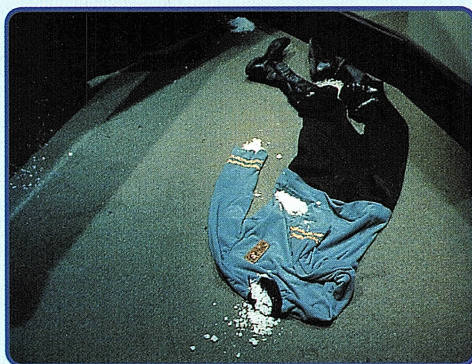
U.S.S. EXETER

The *U.S.S. Exeter* NCC-1672, a *Constitution*-class starship, is one of Starfleet's most noteworthy vessels of the mid 2260's. For its time, the *Exeter* contains all of the state-of-the-art technology necessary for conducting planetary surveys and intergalactic explorations.

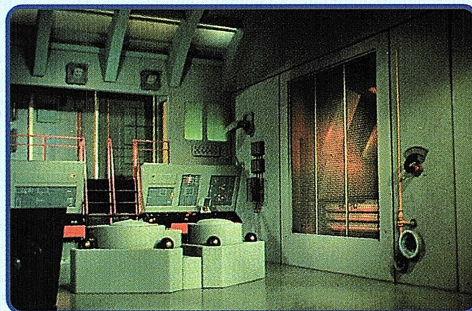
The *U.S.S. Exeter* NCC-1672 is typical of a mid-to-late 2260's *Constitution*-class vessel. It displays the newer *Constitution*-class bridge module, a shipwide intercom system, and is assigned four shuttlecraft. Like most *Federation* vessels of this period, its primary mission is one of deep space exploration.

In 2268, the *Exeter* is carrying out routine patrols when it encounters a deadly hazard on *Omega IV*, a *Class-M* planet. In preparation for the beginning of a planetary survey, the ship maintains standard orbit while a landing party, led by **Captain Ronald Tracey**, beams down to the surface. There, the *Starfleet* officers are infected by an agent that has been lingering in the planet's atmosphere for many centuries, following a devastating bacteriological war fought between its humanoid inhabitants.

Unaware of their condition, the landing party return to their ship. Tragically, they have brought the deadly virus back with them, and all 400 crew members soon become infected with the biological agent, which kills by removing the water from their bodies.



▲ **Captain Kirk's intercom announcements, calling out to any remaining officers, echo through the EXETER's vacant decks. All the ENTERPRISE's search party can find are the crystalized remains of the crew.**



▲ **The EXETER appears to be deserted, even though the engineering and bridge sections are still in full working condition.**

The disease grips the *Exeter* so quickly that the doomed crew have no time to send out a general distress call, but one officer realizes the importance of leaving some record of their fate. The last log entry on the ship's computers is posted by the ship's surgeon, **Chief Medical Officer Carter**; despite the pain he is suffering, Carter records a message warning of his crew's predicament, explaining to anyone who has boarded the ship that they are already infected and that returning to their own vessel will only spread the virus further. Carter never finishes his message – he dies at the console, his blue uniform falling empty to the floor as his body dehydrates. Soon, piles of dehydrated crystals are all that remains of any of the *Exeter* crew.

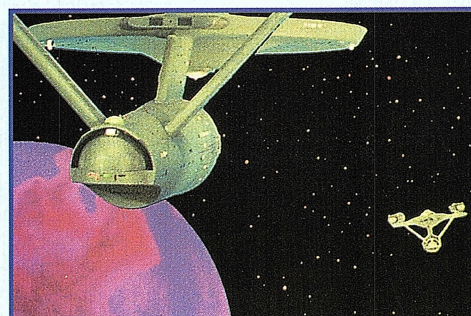
Ghost ship

The *Exeter* is discovered several months later by the *U.S.S. Enterprise* NCC-1701. The crew of that ship are aware only that the *Exeter* was patrolling the sector six months before, and have not heard anything about it encountering trouble. Indeed there is no exterior indication that anything is wrong; the ship has power and is maintaining standard orbit around *Omega IV*. The lack of response indicates that something is seriously amiss, however, and the landing party sent over from the *Enterprise* are heavily armed, as well as being equipped to deal with any medical emergency.

The *Enterprise* landing party, led by **Captain James T. Kirk**, beam directly to the *Exeter*'s main engineering. There is no obvious damage to any area of the vessel, and all four shuttles are still on the hangar deck, but the ship is running on automatic helm control and appears to be deserted. Two empty uniforms on the floor of the main engine room give the first clue to the crew's grisly fate.

All across the ship, Kirk's team find empty uniforms, accompanied by mysterious piles of crystals – the remains of the crew. The horrible truth is soon discovered through a combination of Dr. McCoy's **tricorder** analysis and the message left by Chief Medical Officer Carter.

Sadly, the *Exeter*'s tragic fate could have been avoided. One member of the ship's crew has survived, however: Captain Ronald Tracey, a veteran starship commander, is still alive on *Omega IV*'s surface. Instead of returning to the ship with the initial landing party, Tracey decided to remain on the planet, and by doing so inadvertently saved his own life. Natural immunizing agents have evolved over time in the food, water, and soil of *Omega IV*, in order to combat the bacterial agent. If the *Exeter*'s



▲ **When the U.S.S. ENTERPRISE finds the U.S.S. EXETER, it appears to be a ghost ship in silent orbit of Omega IV.**



▲ **The last log recording of the EXETER's medical officer, Dr. Carter, warns that there is a deadly contamination on board.**



▲ **Captain Tracey of the U.S.S. EXETER abandons his Starfleet ideals when he believes he is marooned on Omega IV.**

landing party had only remained on the planet for a few more hours, these immunizing agents would have taken hold in their bodies, allowing them to return to their ship safely.

Unaware of this fact, Captain Tracey loses his professionalism, and perhaps even his sanity, while searching for a nonexistent immortality serum. In direct violation of the **Prime Directive**, he interferes with the natural development of life on the planet by becoming involved in the ongoing conflict between two indigenous races, the **Yangs** and the **Kohms**.

Tracey is ultimately taken into custody by *Enterprise* security personnel and charged with violating the Prime Directive. As the sole surviving crew member of the *Exeter*, he leaves behind a shameful legacy that tarnishes the stellar reputation of his ship and its once fine crew, adding another chapter to its tragedy.

Spock and Leisure

Like most members of his race, the **Vulcan** first officer of the *U.S.S. Enterprise NCC-1701* finds many human leisure activities a wasteful expenditure of time and energy. **Spock** prefers to spend his offduty hours meditating in the solitude of his quarters, or furthering his studies in the sciences or the arts.

The human approach to leisure and vacation is quite alien to the half-**Vulcan** **Mr. Spock**. He spends his offduty hours on board the *U.S.S. Enterprise NCC-1701* bettering himself through intense study, rigorous mental training, and musical self-expression, in accordance with Vulcan philosophy.

Solitude is not a problem for Spock. He is well accustomed to being the sole Vulcan among humans, and the sole half-human among Vulcans. Time spent alone is often a relief after hours of steeling himself against emotional, illogical humans, not to mention the *Enterprise's* chilly

environment. Once behind closed doors, Spock can lower his mental defenses, raise the room temperature to a more comfortable 52 degrees Centigrade, and relax among the familiar red, floor-to-ceiling drapes, Vulcan symbols, and candles that decorate his living space.

Contemplation

This setting makes it easier for Spock to focus on his meditation. Vulcans can go without sleep for weeks, but meditation is a must. Spock uses it to put in order the day's events, wage an ongoing battle with his human half, and simply to rest.

Silent contemplation is not all that occupies Spock,

SPOCK'S SPARE TIME

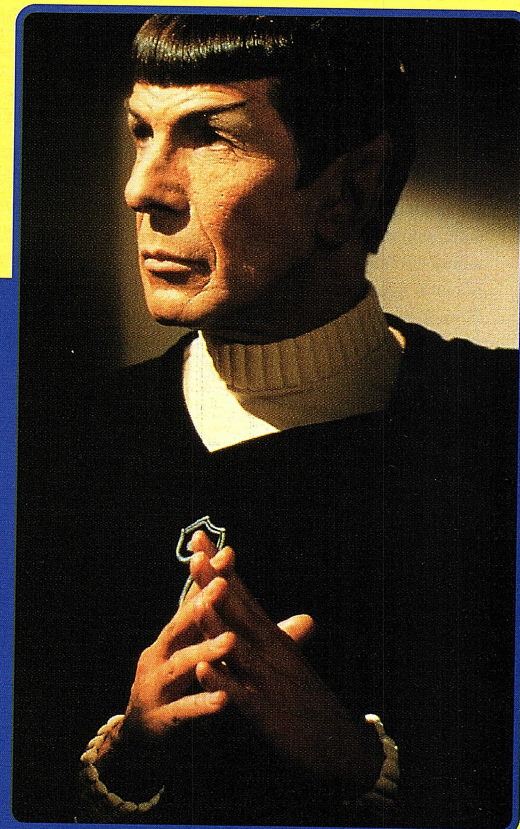
MEDITATION: Spock meditates in his quarters to reflect on daily events.

HISTORIAN: The Vulcan has a comprehensive knowledge of the history of several cultures.

ART EXPERT: Spock is able to identify the works of famous artists, such as Leonardo da Vinci.

CHESS MASTER: Spock often plays chess with Captain Kirk, or with the *U.S.S. Enterprise NCC-1701's* computer.

MUSICIAN: Spock plays the piano and the Vulcan lyre.



▲ **Spock has wide and varied interests, probably thanks to his half-human, half-Vulcan heritage. He indulges in many intellectual pursuits in accordance with Vulcan philosophy, and also has an almost human appreciation of the arts.**

VULCAN WORK AND PLAY

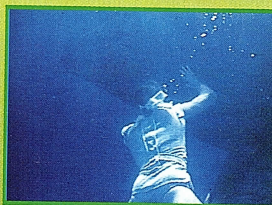


★ Meditate

Spock escapes from his emotional human colleagues by retreating into the peaceful sanctuary of his Vulcan-style quarters. Here he can quietly meditate, gather his thoughts and rest.

★ Piano player

Spock is an accomplished pianist and can sight-read.



★ Athletic

Spock has learned how to swim, despite the fact that he comes from Vulcan, a dry and arid planet.

however. He spends hours studying in front of his computer terminal, constantly updating his considerable knowledge of science and computing. These hours are extremely productive because, by human standards, Spock is a speed-reader. He can absorb 8 to 10 hours of library tapes in a tenth of the time it would take a human being.

Spock also prides himself on his knowledge of Earth history. Some of his education is acquired from texts prepared by **Starfleet Academy** professor **John Gill**, who also taught **Captain Kirk**. Spock's knowledge of Earth history is impressive; for example, when the **Melkotians** place Kirk and Spock in

a 19th-century American frontier scenario, the Vulcan recognizes the setting even though it was constructed from Kirk's thoughts. Spock also knows some of the frontier era's jargon, and prevents Kirk from accidentally starting a pistol duel.

Art critic

Spock is also something of an art aficionado. When visiting **Mr. Flint's** planet, Spock recognizes paintings as the works of such masters as Leonardo da Vinci, **Reginald Pollack**, and **Sten** from **Marcus II**, even though the paintings are unknown and uncatalogued. He calls this "The most splendid private collection of art I've ever seen, and the most unique." On this rare

Spock and Leisure

occasion, Spock sips from Flint's 100-year-old **Saurian brandy** and confesses he is close to experiencing human envy.

Spock does not spend all his discretionary time locked away in his quarters, of course. He keeps himself physically fit, practices self-defense skills, and, at some time during his life, learns to swim. On a more cerebral note, he also enjoys the challenge of **3D chess**. Since Spock's chess skills are far superior to those of his shipmates, he programs the *Enterprise* computer with a knowledge of the game equal to his own, so that he will always have a challenging partner. Spock keeps a chess set in his quarters and plays the computer from there, as well.

Interests shared

The *Enterprise's* recreation room is the site of regular chess matches between Spock and Kirk. The human captain is able to score the odd victory over his Vulcan friend by making an inspired, albeit totally illogical, move. These games also give the men a chance to discuss current concerns in an informal

"To me it is quite illogical to run up and down on green grass, using energy, instead of saving it."

—Spock comments to Captain Kirk on human leisure activities

★ Strategic evidence

Spock's chess program helps save Kirk's career, when the captain is court-martialed for murder.

atmosphere. On one occasion, Spock's chess program even saves Kirk's career, when the captain is court-martialed for **Ben Finney's** death. During the trial, Spock suspects the *Enterprise's* main computers are corrupted, and confirms this by playing 3D chess with the computer and winning five consecutive games. This revelation leads to Kirk's exoneration.

Spock can also play the piano and sight-read music. When visiting Flint, he flawlessly performs a Johannes Brahms waltz he has never seen before, though he knows the waltz is Brahms's work



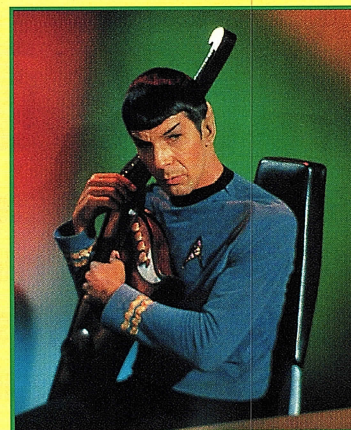
because he recognizes the handwriting. Spock's musical skills indirectly help to save a planet in 2268, when he realizes that symbols on an alien obelisk are, in fact, notes in a musical alphabet. Spock learns that the obelisk is a failing asteroid deflector left by a race called the **Preservers**. Armed with this knowledge, Kirk is able to reactivate the deflector and push the asteroid out of the path of the endangered planet.

Childhood pet

One leisure option unavailable to crews of modest **Constitution**-class starships is pet ownership. During childhood, Spock owned a pet **sehlat**, which his mother describes as a fat teddy bear with six-inch fangs. As an adult, Spock denies an interest in domestic animals, although when **Gary**

★ Campfire rituals

Spock does his best to join in with traditional campfire rituals during a vacation on Earth with Kirk and McCoy.



★ The Vulcan lyre

Spock keeps a Vulcan lyre in his quarters, and he occasionally plays for the crew.

Seven's cat, **Isis**, arrives on the *Enterprise*, Spock is the person who holds her in his lap. In 2267, when **tribbles** are brought on board, Spock declares the life forms to be useless and himself immune to their charms. A few moments later, however, he is caught stroking one of the fur balls before he quickly puts it down.

Following the completion of the *Enterprise's* five-year mission, Spock leaves Starfleet for **kohlinar** training on Vulcan. Spock's attempt to exorcise his human half is almost complete in 2271, but ultimately fails after he senses a great presence in space. This presence is **V'Ger**, and after making contact with its intellect Spock realizes that logic alone is not enough to give meaning to his existence. The Vulcan acknowledges his friendship with Kirk and begins rewriting his rules for living.

Relaxing with friends

Many years later, evidence of Spock's expanded philosophy is witnessed when he accompanies Kirk and McCoy on a camping trip, a leisure activity he would surely have considered futile before 2271. In the company of his old friends, Spock visibly relaxes, toasting and consuming marshmallows, playing "Row, Row, Row Your Boat" on his lute and attempting to learn the song's "illogical" lyrics.

MUSICAL VULCAN

Spock's performances

Spock's main offduty interest is music. He is an accomplished Vulcan lyre player, occasionally playing this stringed instrument to an appreciative human audience in the *U.S.S. Enterprise's* recreation room. His playing is sometimes accompanied by Lt. Uhura's singing. In 2269, Spock even "jams" with strange visitors seeking a planet they call Eden, by participating in a small concert they hold on the ship.

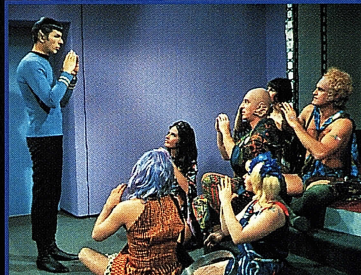
▼ Impromptu concert

Dr. Sevrin's young followers perform for the crew of the U.S.S. ENTERPRISE.



▶ Philosopher

Spock is familiar with the philosophy followed by Dr. Sevrin's group.



▲ Guest star

The Vulcan first officer is persuaded to play his lyre with the group of idealistic young travelers.

CAPT. SPOCK - EXECUTIVE OFFICER	
DAILY PERSONAL SCHEDULE	
0600	WAKE UP
0630	PERSONAL HYGIENE
0700	MEAL
0730	REPORT TO BRIDGE
0800	OFFICIAL DUTY
1200	MEAL
1300	OFFICIAL DUTY
1800	MEAL
1900	OFFICIAL DUTY
2000	OFFICIAL DUTY
2100	OFFICIAL DUTY
2200	OFFICIAL DUTY
2300	OFFICIAL DUTY
0000	OFFICIAL DUTY
0100	OFFICIAL DUTY
0200	OFFICIAL DUTY
0300	OFFICIAL DUTY
0400	OFFICIAL DUTY
0500	OFFICIAL DUTY

★ Daily schedule

As first officer and science officer, Spock's duty schedule gives him little time for leisure.

FILE 43 STARFLEET PERSONNEL

Ensign Tess Allenby

For a dedicated officer such as **Ensign Tess Allenby**, the conn is just the beginning of a long and distinguished service. She displays an eagerness to face new challenges and responsibilities, while serving on board the *U.S.S. Enterprise NCC-1701-D*.

Entrance standards for **Starfleet Academy** are, of necessity, extremely stringent, and any young person fortunate enough to be accepted into the training program will have already demonstrated an exceptional aptitude and enthusiasm for Starfleet duties. Total dedication is required in order to endure four years of intensive training. Nevertheless, many Starfleet graduates discover that their greatest challenge still lies ahead of them: adjusting to life and service aboard a **Federation** starship.

There are many different positions aboard a starship, and all of them require a great deal of skill, talent, and commitment.

Good Starfleet officers are expected to effortlessly

fulfill all the functions of their job, no matter how dangerous or complex the situation, while remaining calmly aware of their station and the status of every other system on the ship.

Assigned to the *U.S.S. Enterprise NCC-1701-D* in 2367, **Ensign Tess Allenby** is a prime example of such a dedicated Starfleet professional on her way up the chain of command.

With her wavy blonde hair pulled back into an intricate bun, Ensign Allenby appears almost too young and fresh-faced to have already graduated from Starfleet Academy, much less to have assumed the important duties of flight controller on the Federation's flagship vessel. The young officer's red command uniform and bridge console may be comfortable, but the

PROFILE ON ALLENBY

NAME: Tess Allenby

LIFE FORM: Human female

RANK: Ensign

POSTING: 2367: Allenby is assigned to serve as flight controller aboard the Federation's flagship, the *U.S.S. Enterprise NCC-1701-D*.

RESPONSIBILITIES: The position of flight control combines the duties of pilot and navigator. Allenby is responsible for the ship's attitude, speed, position, and engine status.

FIRST SEEN: 'Final Mission' [TNG]

LAST SEEN: 'The Loss' [TNG]



▲ *Ensign Tess Allenby is a fresh-faced, hard-working, and enthusiastic young officer. She shows a maturity far beyond her years, carrying out the commands of her senior officers with total efficiency. An outstanding officer such as Allenby can expect to one day become a captain.*

responsibilities that come with them are tremendous, and the stress could overwhelm a lesser person.

Double duties

The flight control position combines two traditionally separate duties and, therefore, requires twice as much skill and knowledge. It takes much time and concentration to learn how to read the console controls at any position aboard a

starship, and even the training given at Starfleet Academy is inevitably rudimentary when compared to actual hands-on experience.

Assuming the conn, Allenby serves as both pilot and navigator for the *Enterprise*. When on duty, she is primarily required to set the ship's course, or put the *Enterprise* into orbit around a planet. When carrying out these tasks, she must simultaneously monitor the starship's attitude, speed, position, and engines. Allenby's quick hands glide over her duty

console and make several micro-adjustments almost instantaneously.

As a virtual extension of her commanding officer, Allenby not only has to fully understand the information she monitors, but also determine what the data will mean to her superiors.

Total efficiency

When on bridge duty, the ensign makes certain that she is aware of anything that her superior officers need to know, and communicates that information clearly and promptly. During a shift,



★ Trust

Commander Riker has no doubts about Allenby's ability during the Gamelon V crisis. She inputs his commands with calm efficiency.



A DEDICATED ENSIGN



★ Efficient

Even in the most stressful of situations, Allenby remains totally focused on her job. She carries out tasks given to her by her superior officers with the utmost efficiency.



★ Colleagues

Allenby works alongside the ENTERPRISE's android officer, Lt. Commander Data. The two appear to work well as a team, and have a good professional relationship.

★ Conn officer

Ensign Allenby serves aboard the U.S.S. ENTERPRISE as a bridge officer. Her duties at the conn station requires a great deal of skill, training, and specialist knowledge.



Ensign Tess Allenby

"The beings have resumed their course into the string. Three seconds to impact." — Ensign Tess Allenby

she may say little more than "Deflector shields are not encountering elevated levels of interstellar matter," but the look of intense concentration on her face indicates the dedication and seriousness with which she approaches even the most routine operations.

Despite her young age, Ensign Allenby is already a true professional, behaving with the utmost maturity and composure whatever the situation. On **Stardate 44307**, the *Enterprise* agrees to remove a dangerously radioactive garbage scow caught in the gravitational pull of planet **Gamelan V**. **Commander William Riker** takes control of the starship for the duration of the assignment, in the absence of **Captain Jean-Luc Picard**, who is away on a diplomatic mission to **Pentarus V**. Riker decides to push the scow into the Gamelan sun, a risky strategy that ultimately requires the *Enterprise* to negotiate a path through the **Meltasion asteroid belt**. Allenby does not hesitate to carry out Riker's directions, and even when radiation levels begin to rise dangerously on the starship, she remains calm and alert. Surrounded by far more senior and experienced bridge officers, Allenby still proves to be a vital and effective part of the team, paying

constant attention to everything that is happening on the bridge and incorporating what she hears into her actions. The successful destruction of the garbage scow helps to confirm her competence.

Promising officer

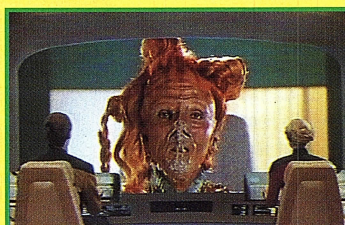
On **Stardate 44356**, Allenby is given another chance to demonstrate her exceptional potential when the *Enterprise* is trapped in a graviton field generated by a cluster of two-dimensional life forms. Working closely alongside **Lt. Commander Data** at the Ops console, Allenby and the *Enterprise* crew manage to create a cosmic string reflection that safely and humanely draws the life forms away from the starship. During this crisis, the young ensign generally defers to the greater wisdom of her colleagues, but her opinion is neither discounted nor ignored on the few occasions when she makes an operational observation, and her crisp responses to the commands of her senior officers are noted by Picard and Riker.

The example of **Wesley Crusher**, an even younger member of the *Enterprise* crew chosen to man flight control, clearly indicates that Jean-Luc Picard operates his ship very much as a meritocracy; the Starfleet chain of command



★ Vital role

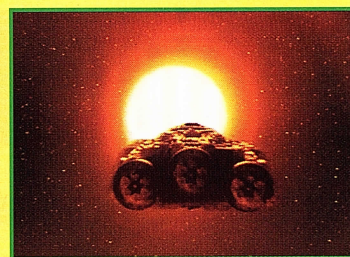
As conn officer, Allenby plays a key role in saving Gamelon V from a radioactive freighter.



may be observed, and years of experience valued, but when an officer shows exceptional potential the captain deems age and service to be of less importance than the ability to respond creatively in any given situation. Ensign Allenby's coolness under pressure and outstanding performance more than justifies Picard's open-mindedness and flexibility.

Career woman

Tess Allenby acquits herself so well as flight controller that it is not long before her superiors recognize and reward her performance. She



★ Expertise

Under Riker's commands, Allenby helps the ENTERPRISE to tow the freighter into Gamelon V's sun.

★ Distress call

Allenby is at the conn when Chairman Songi of Gamelan V issues a general distress call.



★ Fast and alert

Allenby is an extension of her senior officers, carrying out their commands without hesitation.

is no longer on the *Enterprise* bridge by 2368, transferred to another department or starship in order to continue her climb up the Starfleet career ladder. It would come as no surprise if Tess Allenby were to one day command her own starship.

MOTHS TO A FLAME

Two-dimensional threat

On **Stardate 44356**, the **U.S.S. Enterprise NCC-1701-D** is threatened by a cluster of two-dimensional creatures heading toward a cosmic string fragment. The cluster traps the starship in its graviton field, pulling it into great danger. Ensign Allenby is on duty at this time, serving in her usual position at the conn station. The bridge crew do not detect anything unusual, but during the *Enterprise's* encounter with the creatures, reports of crew members fainting or feeling giddy come in across the ship. Fortunately, Allenby is unaffected, and is able to continue to carry out her duties. She remains calm and reports on the status of the ship and the creatures. Other officers are not so fortunate, such as the ship's Betazoid Counselor Deanna Troi, who experiences a temporary loss of her empathic powers.

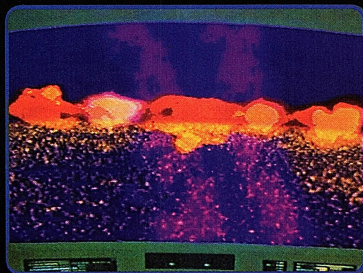
▶ Different effects

Tess is unaffected by contact with the two-dimensional creatures, but other ENTERPRISE crew members – including ship's counselor Deanna Troi – suffer severe headaches and giddiness.



▼ Front row seat

Allenby's position at the front of the bridge gives her a clear line of sight to the viewscreen. She is therefore able to observe the progress of the two-dimensional creatures as they are pulled toward a cosmic string fragment.



▶ Fine example

Allenby's calm demeanor serves as a fine example to other officers more adversely affected by the creatures. Deanna Troi, for example, bravely copes with the loss of her empathy.



Ezri Dax: Station Counselor

Ezri Tigan never planned to be a joined Trill, preferring to become a Starfleet counselor. Her unexpected joining with the Dax symbiont, however, proves an invaluable asset in her career, lending her the wisdom of many lifetimes.

In 2374, **Ensign Ezri Tigan** is an assistant ship's counselor on the *U.S.S. Destiny*, under the command of **Captain Raymer**. Ezri is considered to be a very promising young officer when her life suddenly changes forever: as the only **Trill** on the *Destiny*, she has to be joined with the **Dax** symbiont in order to save its life. Suddenly, **Ezri Dax** is catapulted into a whole new world, where eight lifetimes of previous experiences make her uniquely qualified to be a compassionate and understanding counselor.

Ezri has little time to come to terms with her startling transformation. She finds herself getting more emotional than normal, possibly due to **Emony Dax's** influence, and tries standing on her head because Emony used to find it relaxing. Two other

★ Jadzia's shadow

Worf, the husband of the previous Dax host, finds it difficult to accept Ezri's presence.

previous hosts, **Jadzia** and **Curzon**, loved iced **raktajino**, but Ezri hates it. As Tigan, Ezri was left-handed; as Dax, she is right-handed. Because of **Torias Dax's** death in a shuttlecraft accident, she now gets space sickness.

Overcoming the joining ordeal is surely a measure of Ezri's strength. She triumphantly assimilates the many Dax lifetimes without the benefit of years of training at the **Trill Symbiosis Institute**.

Finding her footing

At first, Ezri finds her new predicament confusing and a little frightening, and doubts her competence when she arrives on *Deep Space Nine*, the last Dax host's **Starfleet** posting. She is not sure why she came to the station, other than to see old friends and Jadzia's husband, the **Klingon Worf**. When she realizes Worf is pained by her presence, she decides to return to the *Destiny*, to avoid hurting him further.

One of Dax's oldest

PROFILE OF A COUNSELOR

PREVIOUS RANK: Ensign; assistant ship's counselor.

PREVIOUS POSTING: *U.S.S. Destiny*

PRESENT RANK: Lieutenant, junior grade; station counselor.

PRESENT POSTING: *Deep Space Nine*.

TRAINING: Ezri did not receive years of training at the Trill Symbiosis Institute, nor did she complete her Starfleet training before being assigned as a full-time counselor on *Deep Space Nine*.

EXPERIENCE: Hosting the Dax symbiont gives Ezri eight lifetimes of wisdom.



▲ Ezri Dax finds a role for herself as a counselor on *DEEP SPACE NINE*, forgoing the rest of her Starfleet training. As Captain Benjamin Sisko puts it, what would she learn in the next few months that she has not already learned in the last 300 years of joined existence?

friends, **Captain Benjamin Sisko**, tries to persuade her to stay. He asks Ezri to help the **Cardassian Elim Garak**, who is suffering

★ Advantage

Ezri's training as a counselor helps her to cope with her unexpected joining with the Dax symbiont.

COUNSELOR DAX



★ Mutual assistance

Ezri helps Elim Garak overcome his claustrophobia and thus regains her confidence in her counseling abilities.



Ezri Dax: Station Counselor



★ On the front line

During the Dominion war, Counselor Dax finds herself on the front lines of AR-558.

from claustrophobia and is unable to translate coded Cardassian transmissions. Ezri is still deeply confused about her own identity, but she does her best to help Garak discover what lies at the heart of his own inner turmoil. In the end, the two aid one another – Ezri helps Garak to deal with his problems and in the process finds a new self-confidence in her counseling skills. Sisko convinces **Starfleet Medical** to waive the rest of the ensign's training. She is promoted to lieutenant and offered a position as a full counselor.

Good counsel

Once she has made her peace with Worf, Ezri soon finds her place on *Deep Space Nine*. She hands out advice both in her official

★ Holographic colleague

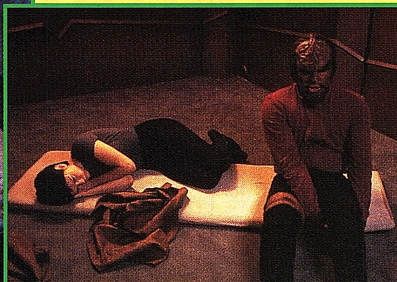
Ezri teams up with the hologram Vic Fontaine to help Nog cope with the loss of his leg.

capacity, and on an informal basis in **Quark's bar**. When **Dr. Julian Bashir** is struggling over the initial, apparently failed, outcome of his surgery on the genetically enhanced **Sarina**, Ezri helps him to see that he is needlessly punishing himself. In return, Ezri often consults with Dr. Bashir about a patient. On one occasion, **Ensign Vilix'pran** seems a little down; upon learning the ensign has recently had nearly a dozen hatchlings, Ezri wonders if he is suffering from postpartum depression.

Life on *Deep Space Nine* throws a lot of hurdles in Ezri's way, such as her first experience in combat on the **AR-558** outpost. Counselors are not necessarily supposed to see frontline action, but Ezri does,

"Dreams contain valuable insights . . . the key to what your unconscious is trying to tell you."

— Counselor Ezri Dax



and handles the stress professionally. Her sense of compassion is also evident in the way she takes every opportunity to help others, cheering up **Ferengi** barkeep **Quark**, for example, when he is sent on a dangerous mission by **Grand Nagus Zek**. She also helps **Ensign Nog** to come to terms with the painful reality of losing his leg during the conflict on AR-558.

Analyzing dreams is an important aspect of a counselor's job, and one that Ezri takes very seriously. When she and Worf are captured by the **Breen**, she has an anxiety dream about Dr. Bashir, even calling his

★ Dream analysis

When Ezri and Worf are captured by the Breen, the counselor has an anxiety dream about Dr. Bashir.

name out at a later point during the incarceration. It is Ezri's first indication that she may harbor feelings deeper than friendship for Julian. Presumably, Ezri analyzes the dreams of her patients as well as she does her own.

Hard lesson

In 2375, Ezri returns, for the first time in three years, to her mother's home on **New Sydney** in the **Sappora System**, to search for a missing *Deep Space Nine* officer. Even with her counseling training, she at first fails to notice just how deeply disturbed her brother **Norvo** is. Her mother **Yanas Tigan** is very controlling, and Ezri's consequently unhappy childhood probably contributed to her desire to help others in distress.

Sadly, Ezri's insight into Norvo's personality comes too late to save him from prison, but she advises her elder brother, **Janel**, to leave home before their overbearing mother destroys him, too. Ezri's memories of the Dax lifetimes may, in time, help her to forgive Yanas – she is above all else an empathetic person and an excellent counselor.

IN THE MIND OF A KILLER

A challenge for the counselor

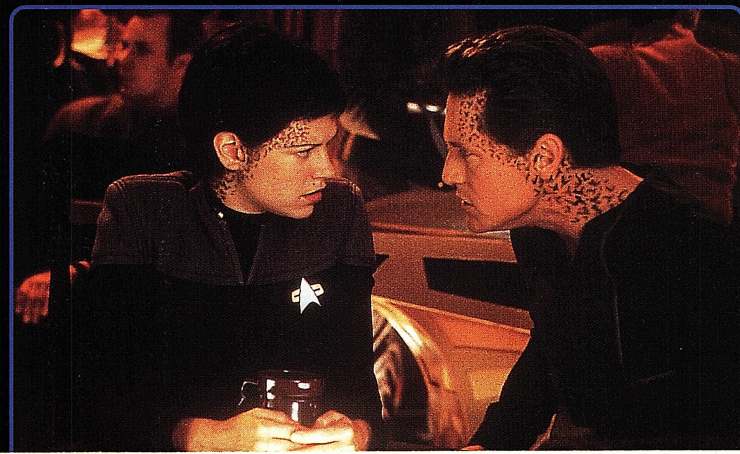
The biggest challenge during Ezri's first year as counselor on *Deep Space Nine* comes when she has to help in tracking down a serial killer who is stalking Starfleet officers. Ezri summons forth **Joran Dax** in the Rite of Emergence to help her get into the mind of the killer and uncover his secrets. The link with Joran puts Ezri's life at risk, but she is willing to endure the terrifying merger in order to protect the lives of her friends and colleagues, and ultimately Joran's insights do help Ezri to solve the case.

▶ Volatile element

Joran, a serial killer who murdered three people, is a difficult Dax host for Ezri to control.

▼ Valuable insight

Ezri and Joran deduce that the killer is a Vulcan, as he appears to hate the happy emotions of his victims.



Borg Temporal Transmitter

The Borg temporal transmitter has the potential to change history, and is used by the Borg collective to communicate with drones in the past or future. Starfleet encounters this sophisticated piece of technology in an alternate future timeline, inadvertently created by Ensign Harry Kim of the *U.S.S. Voyager NCC-74656*.

The Borg are known to use assimilated technologies to communicate over vast distances and, theoretically, to contact the Borg collective in the past and future. In an alternative timeline, created after the accidental loss of the *U.S.S. Voyager NCC-74656* in 2375 by Ensign Harry Kim, a Borg vessel destroyed in the Beta Quadrant allows Starfleet to recover a temporal transmitter – a piece of Borg technology designed precisely for this communication function.

Starfleet declares the temporal transmitter to be a classified item, and stores it in a highly protective case. The actual device itself is extremely delicate, suggesting that originally it may have been located in a unit connected to a control system or interface. It is not large enough to have controls built directly onto it.

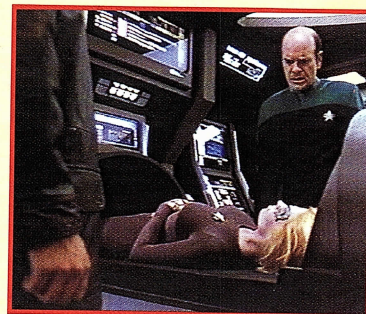
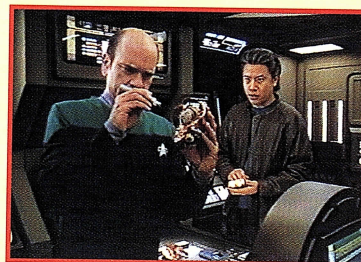
Compatible components

The two narrower sides of the temporal transmitter have a series of five metallic pins, which can be connected to compatible Starfleet data and power ribbon connectors, allowing the unit to be used outside of its original system. Components on the upper side are small, and connected to each other by such delicate, copper colored wires that an isoprobe is required to make adjustments to the unit without damaging the circuitry. A continual high power supply is required for the transmitter to function correctly, and this can be initialized by manipulating a connection on the bottom right hand corner of the supporting laminated base.

Once activated, a weak electronic sound indicates that the transmitter is operational. This is accompanied by two sequentially flashing orange diodes on the top left and bottom right upper circuits. If power drops below its required level, the lights immediately stop and the unit

powers down with an accompanying audible warning, although it can be reactivated by routing additional energy back into it.

The temporal transmitter is a highly complex and powerful module, and it cannot be operated without two vital pieces of data. Any transmitter has to have some kind of operating frequency on which to



▲ The cranial implants of all Borg drones can receive messages from the transmitter, and record information from such transmissions.

◀ Even the *U.S.S. VOYAGER's* EMH finds it difficult to make adjustments to the intricate unit, which is far in advance of any Starfleet technology.

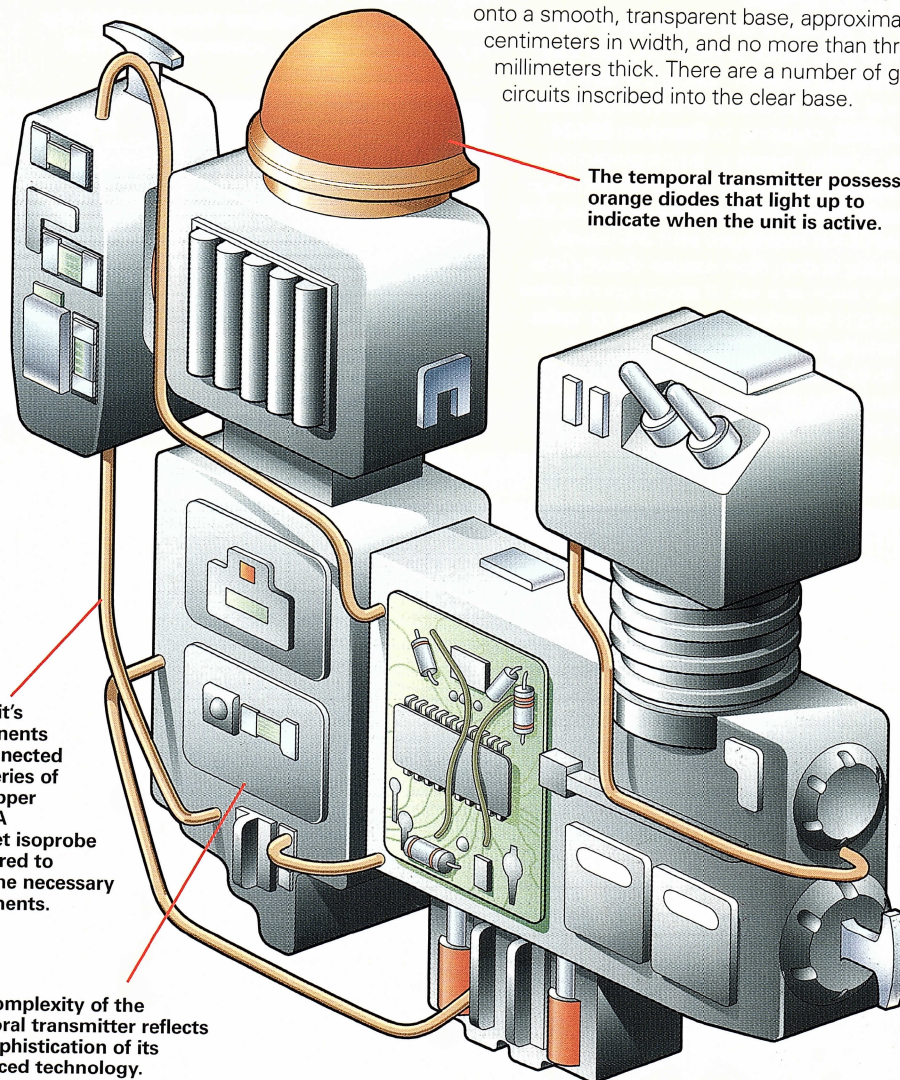
INTRICATE DEVICE

Delicate structure The Borg temporal transmitter is a very small and delicate device. Much of the unit is set onto a smooth, transparent base, approximately 15 centimeters in width, and no more than three or four millimeters thick. There are a number of gold-colored circuits inscribed into the clear base.

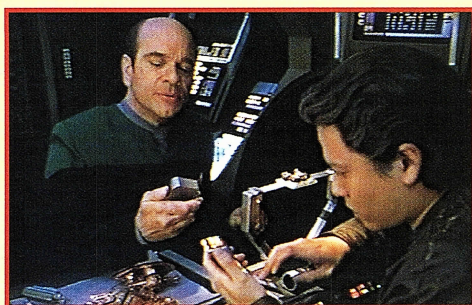
The temporal transmitter possesses orange diodes that light up to indicate when the unit is active.

The unit's components are connected via a series of tiny copper wires. A Starfleet isoprobe is required to make the necessary adjustments.

The complexity of the temporal transmitter reflects the sophistication of its advanced technology.



Borg Temporal Transmitter



▶ From the Borg components retrieved from *Seven of Nine's* skull, the U.S.S. *VOYAGER's* EMH is able to determine the *ex-drone's* exact time of death – recorded down to the last second.

send its information, and this Borg unit is no exception. In order to send a message to a drone or number of drones within the collective, the recipient's **translink frequency** is required. This unique frequency is tuned to a cranial implant transceiver known as an **interplexing beacon**, allowing messages to be sent directly into the mind of the drone from the sender via the temporal transmitter. Once encoded, this allows the carrier wave to be sent to the right place, although a further set of coordinates are needed to send the signal to the right time period.

Keeping track of time

Similar to Starfleet's use of stardates, the Borg have a time index system that specifies relative temporal location. Taking the form of a numerical code, an example would be **Time Index 9.43852**, equating to **Stardate 52164**; this index number needs to be programmed into the transmitter before the actual message is broadcast. Borg design efficiency means that the nature of the messages sent are usually alphanumeric codes, downloaded directly into the drone – such as a set of spatial coordinates or instructions for individual functions or tasks. The transmitter is, however, sophisticated enough to be able to layer a number of messages within its carrier waves, and embed codes inside its transmissions.

▶ When Starfleet discovers the Borg temporal transmitter, the item is classified and placed into a protective case, to prevent it from being misused.

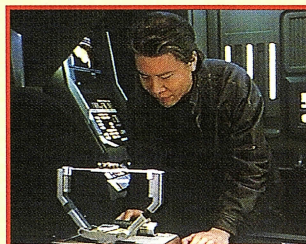


▶ The alternate timeline EMH needs to extract an exact time index from the brain of the long-deceased *Seven*.

The Borg recipient has these messages routed through their cranial implants as soon as they are received; data on temporal displacement of the message is also included, allowing a rough calculation of when the data was sent. In addition to raw data, retrievable audiovisual recordings can be sent along the carrier wave.

Long lasting

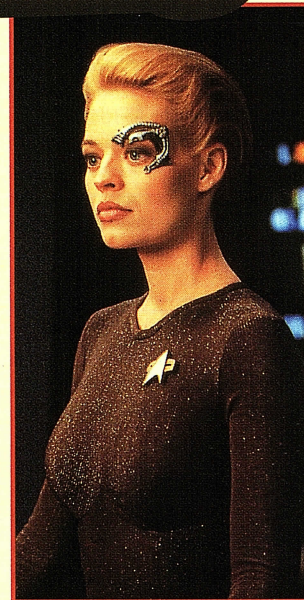
It is a testament to the sophistication of the Borg-assimilated technology that there is no degradation or loss of any of the data elements, even though the conditions through which the signal passes may be problematic to normal communication systems.



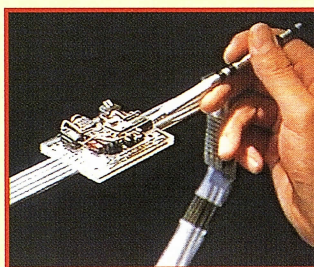
▶ Harry Kim uses the Doctor's holoemitter to supply the temporal transmitter with more power.



▶ Former drone *Seven of Nine* has a unique translink frequency, tuned to her cranial implant.



▶ Kim programs in the relevant data regarding *Seven* into the transmitter.



BORG COMMUNICATIONS

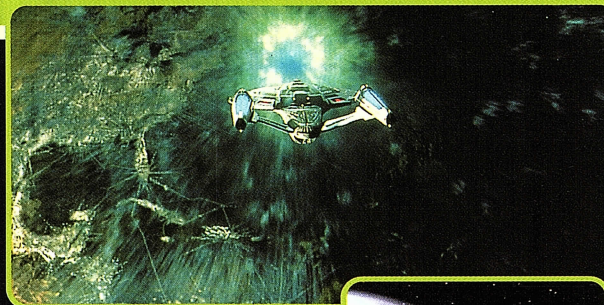
Interplexing beacon

In 2373, a *Borg sphere* travels back in time, followed by the U.S.S. *Enterprise NCC-1701-E*, to 2063 Earth. The Borg intend to assimilate Earth in the past, but fortunately the *Enterprise*, commanded by Captain Jean-Luc Picard, manages to destroy the *Borg sphere*. A number of drones, including the Borg Queen, however, transport to the starship and much of the Federation vessel is assimilated by Borg technology, including the ship's deflector dish. This facility is used as the base for another Borg communications device: the interplexing beacon. This unit will provide the time-traveling Borg with a powerful enough signal to communicate with the Borg of that era, who are still in the Delta Quadrant.

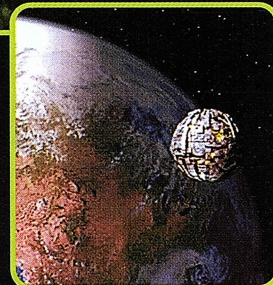


▶ In 2063, the U.S.S. *ENTERPRISE NCC-1701-E's* deflector dish is converted into a Borg communication unit that can send a powerful subspace broadcast.

▶ Worf aims his phaser at the disconnected deflector dish and destroys both it and the Borg drones aboard.



▶ The U.S.S. *ENTERPRISE* crew discover that the Borg have assimilated Earth in a past timeline.



▶ The time-traveling *BORG SPHERE* enables the Borg to use time as a weapon.



STAR TREK VI: THE UNDISCOVERED COUNTRY

Part I An environmental disaster on the Klingon moon Praxis places peace with the Federation firmly on the agenda. Captain James T. Kirk finds himself back aboard the *U.S.S. Enterprise NCC-1701-A*, playing unwilling escort to Gorkon, the Klingon chancellor.

STAR TREK VI:
THE UNDISCOVERED
COUNTRY

"There are Klingons who feel the same way about the peace treaty as yourself ... but they'll think twice about attacking the *ENTERPRISE* under your command."

— Starfleet's Chief of Staff to Captain Kirk

On Stardate 9521.6, in the distant reaches of space, a massive explosion occurs and a fiery **subspace** shockwave is sent roaring out from its epicenter. Traveling nearby is the elegant *U.S.S. Excelsior NCC-2000*, under the command of **Captain Hikaru Sulu**; he and his crew are returning to Earth under impulse power after their first three-year mission to catalog gaseous planetary anomalies in the **Beta Quadrant**.

The ship's uneventful transit is interrupted by the increasing turbulence of the approaching energy wave. Stunned by what he sees on the viewscreen, Sulu orders shields raised. The bridge crew are thrown about like rag dolls, and for a terrifying minute it appears the *Excelsior* will be shaken to pieces. Fortunately, the helmsman is able to turn the starship into the wave and the crew eventually emerge relatively unscathed on the other side.

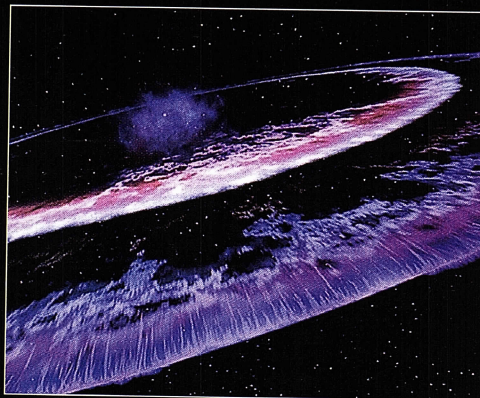
Captain Sulu asks for a damage report as **Lt. Dmitri Valtane** determines the source of the shockwave: the **Klingon** moon **Praxis**, the Klingon Empire's key energy production facility. Valtane cannot, however, confirm the existence of Praxis, and a computer image shows what is left of it hanging in space. One hemisphere of the satellite has been blown clear away.

Reaction to the "incident"

The Klingons respond to an offer of help sent by the *Excelsior's* communications officer, **Janice Rand**. **Brigadier Kerla** at the **Klingon High Command** admits that there has been an "incident," but insists that everything is under control. The **Federation** vessel must obey treaty stipulations and remain on their side of the **Neutral Zone**. Captain Sulu nevertheless informs **Starfleet Command** of what has occurred.

Two months later, the renowned senior crew of the *U.S.S. Enterprise NCC-1701-A* attend a conference at **Starfleet Headquarters**. **Captain James T. Kirk** is as much in the dark as his officers, each of whom has been pursuing their own agendas in recent months: **Captain Montgomery Scott** has just bought a boat, while **Commander Uhura** is chairing seminars at **Starfleet Academy**. The officers take their seats among "top brass" Starfleet officials.

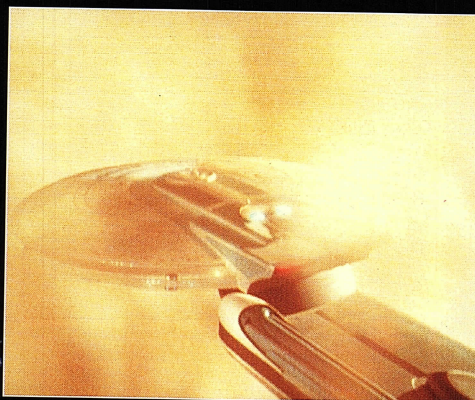
ON SCREEN...



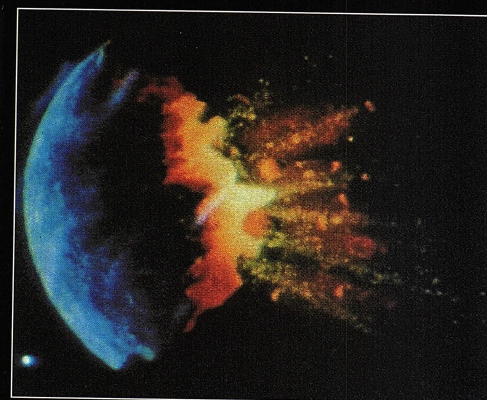
1 On Stardate 9521, a terrifying shockwave roars across the Beta Quadrant. It is caused by a massive explosion on the Klingon moon Praxis.



2 Captain Sulu and the crew of the *U.S.S. Excelsior* are traveling home to the Alpha Quadrant after three years of charting gaseous planetary anomalies.



3 The *Excelsior* and its crew are caught up in the shockwave emanating from Praxis. Amazingly, the vessel manages to ride through the wave and remain in one piece.



4 Sulu orders Praxis to be displayed on the bridge's main viewscreen. The Starfleet officers are shocked to see that half of the moon has been blown away.



5 The *Excelsior's* communications officer, Janice Rand, is ordered to send an offer of assistance to the surviving Klingon personnel on Praxis.



6 The *U.S.S. Enterprise's* senior officers are unexpectedly reunited when they are called before Starfleet Command. They have no idea what the briefing will be about.





STAR TREK VI: THE UNDISCOVERED COUNTRY Part 1

Notable by their absence are Sulu, who is still on assignment, and **Captain Spock**.

Starfleet's Chief of Staff delivers a bombshell to the assembly: the Klingon Empire has roughly 50 Earth years of life left before it expires. Spock, acting as a Federation special envoy, fills in the details. It is believed the explosion on Praxis was caused by over mining and inadequate safety precautions, but whatever the reason, the moon's decimation means the pollution of the homeworld's ozone layer. The end result will be the depletion of the planet's oxygen within five decades. The Klingon economy lacks the resources to deal with this terrible catastrophe, as most of its budget is tied up in military expenditure.

Peace talks

At the behest of his father, **Vulcan Ambassador Sarek**, Spock has opened a dialogue with the chancellor of the Klingon High Council, **Gorkon**. They are to begin negotiations immediately to dismantle both powers' starbases and installations along the Neutral Zone – the first steps toward ending 70 years of hostilities between the two sides. Starfleet's primary mission would become scientific and exploratory.

This course of action does not sit well with several attendees at the briefing. **Admiral Cartwright** expresses the fear that offering Klingons safe haven within Federation space will be suicide. He prefers the idea of bringing the empire to its knees and then dictating terms. Captain Kirk adds his voice to the argument, agreeing firmly with Cartwright. Spock counters this by saying that they must support Gorkon's initiative, as the alternative could be a desperate enemy determined to go out fighting. He personally vouches for Kirk, who is told he is to extend the chancellor full diplomatic courtesy and escort him to Earth aboard the *Enterprise*.

When the meeting is concluded, Kirk rounds on Spock angrily. He tells his old friend that vouching for him was an arrogant presumption – he despises the Klingons for killing his son eight years before, and does not trust them. Spock simply replies that they are dying, but Kirk insists that they should be allowed to die.

The captain nevertheless follows his orders and travels to **Spacedock** with **Dr. Leonard McCoy**, **Commander Pavel Chekov**, and the rest of his senior officers to rejoin the *Enterprise*. On the bridge he meets **Lt. Valeris**, a young Vulcan helm

officer. She was the first Vulcan to graduate at the top of her class at Starfleet Academy; Spock, who sponsored her, has followed her career with great satisfaction.

Kirk orders departure stations, and the *Enterprise* is prepared for flight at one quarter impulse power. Unfamiliar with

Kirk's style, Valeris reminds the captain that regulations specify thrusters only while in *Spacedock*, but he reiterates his orders with a smile. The *Enterprise* slips its moorings and moves out into space, ferrying its unwilling captain and apprehensive crew toward a date with destiny.

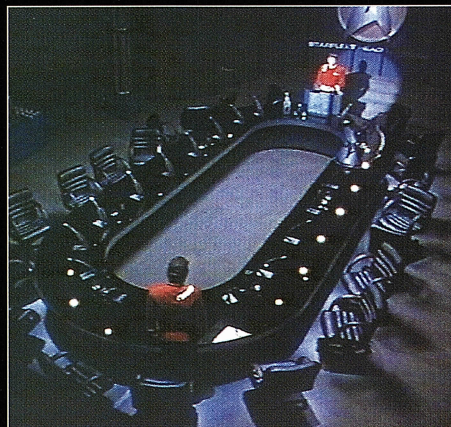
ON SCREEN...



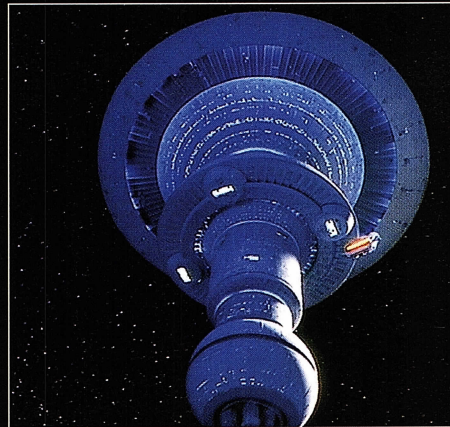
7 Spock is acting as the Federation's special envoy to the crisis which has befallen the Klingon Empire. He has already started a dialogue with Gorkon.



8 Starfleet's Chief of Staff believes the *ENTERPRISE* is the best ship to escort the Klingon chancellor to Earth. Its captain and crew have been vouched for by Spock.



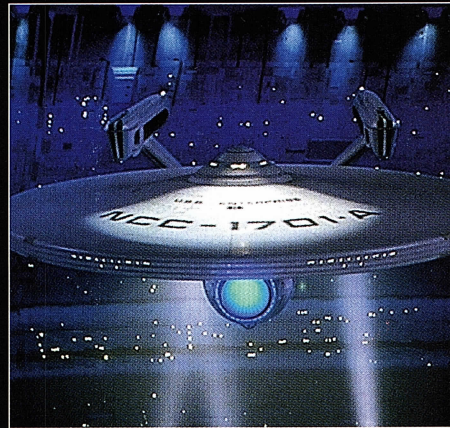
9 Once the meeting has concluded, Kirk expresses his fury at Spock. The captain is angry that the Vulcan 'volunteered' him for this mission.



10 The *ENTERPRISE* is residing in **SPACEDOCK**. Kirk and his senior officers travel out to the starship on **TRANSPORT SD103**.



11 Spock's protégé, Lt. Valeris, pilots the *ENTERPRISE* out of **SPACEDOCK**. She was the first Vulcan to graduate top of her class at Starfleet Academy.



12 The *ENTERPRISE* leaves **SPACEDOCK**, heading out toward the stars and an adventure which could herald the start of a future alliance with the Klingons.

STARSHIP FACTS

A Kirk and his crew were due to stand down in three months, but their retirement is delayed so that they can receive a new assignment.

A On board the *U.S.S. Excelsior*, the first sign of the massive shockwave from Praxis is a slight tremor in Captain Sulu's coffee cup.



'The Outcast'

Officers from the *U.S.S. Enterprise-NCC-1701-D* agree to help the J'naii rescue the crew of the *Taris Murn* from null space. During the mission, Commander Riker finds himself becoming attracted to one of the androgynous J'naii, a young pilot named Soren.

CAPTAIN'S LOG

STARDATE: 45614.6

"We have been contacted by an androgynous race called the J'naii, to investigate the mysterious disappearance of one of their shuttlecraft."

The *U.S.S. Enterprise NCC-1701-D* is in orbit of the J'naii homeworld. The **Starfleet** crew are helping this androgynous race to investigate the disappearance of one of their shuttles, the *Taris Murn*, but the **Federation** starship's sensors detect no sign of the shuttle. A probe is launched in order to carry out further scans, but this too vanishes.

In a briefing, **Commander Will Riker** and a J'naii named **Soren** present an explanation for the disappearance of the *Taris Murn* and probe: Riker believes that the shuttle is trapped in a pocket of **null space**. During the formation of a star, turbulent magnetic and gravitational fields form a region that will absorb all electromagnetic energy that comes into contact with it, rendering it invisible to sensors.

Riker informs the J'naii that the *Enterprise's* **Chief Engineer Geordi La Forge** is working on a way to increase the power reserves of the **Shuttlecraft Magellan**. They will then be able to enter null space and rescue the crew of the *Taris Murn*. Soren volunteers to pilot the shuttle, but the commander suggests that they team up and work together.

Initial attraction

In the *Enterprise* shuttlebay, Riker goes over the *Magellan's* specifications with Soren. He is impressed with his new partner's knowledge and skill. Once they have finished the systems review, Riker invites Soren to join him for lunch in **Ten-Forward**. Their conversation takes an interesting turn when Soren questions the commander about the differences between males and females. Riker outlines some of the basic physical differences, and Soren also asks him what kind of woman he is attracted to. He answers that he likes a woman to be attractive, intelligent, and, of course, she has to laugh at his jokes.

Their conversation ends abruptly when Soren's flight instructor, **Krite**, enters the room. Soren hastily gets up and exits the lounge, leaving Commander Riker more than a little puzzled.

When La Forge finishes the modifications on the shuttlecraft, Riker and Soren pilot it out to chart the suspected area of null space. Soren continues their lunchtime conversation and surprises Riker by quizzing

ON SCREEN...



1 The *U.S.S. ENTERPRISE* orbits the J'naii homeworld. When its sensors fail to detect the missing *TARIS MURN*, Lt. Commander Data suggests launching a probe.



2 Riker informs the J'naii that La Forge is preparing a shuttle for a rescue mission. The head of the J'naii government expresses the people's gratitude for Starfleet's help.



3 Riker is impressed by how quickly Soren adapts to the controls of the Starfleet shuttlecraft, and learns that the J'naii's parents were also pilots.



4 Riker introduces Soren to his father's recipe for split pea soup, which he has programmed into the replicators. The pilot finds the taste curious, but pleasant.



5 Soren hastily ends a conversation with Riker when an instructor, Krite, unexpectedly joins them. The older J'naii appears to look at Soren disapprovingly.



6 Soren continues to question Riker about gender while piloting the *SHUTTLECRAFT MAGELLAN*, and wonders aloud if a human and a J'naii could be sexually compatible.





'The Outcast'

him on human mating rituals; J'naii couples inseminate fibrous husks, in which the fetus grows. The commander comments that this sounds less enjoyable, and is amused when Soren explains that the J'naii consider gender to be a primitive concept. Suddenly the *Magellan's* port nacelle loses power, throwing it into a spin. Soren is knocked to the floor unconscious, and Riker contacts the *Enterprise* to have his injured copilot beamed to sickbay.

After being examined in sickbay, Soren is declared fit to join Riker in making repairs to the shuttle. The J'naii decides to risk confessing that 'she' has female tendencies, even though in her culture this is considered deviant. Those that display leanings toward gender are given **psychotectic treatment** to be made 'normal.' Soren also tells Riker that she is attracted to him.

Once repairs are complete, the rescue mission can go ahead. Riker and Soren pilot the craft into the pocket of null space and successfully locate the crew of the *Taris Murn*. The rescued J'naii are beamed aboard, but this drains the *Magellan's* energy reserves considerably. Riker orders Soren to divert all available power to the shuttle's **transporters**. All of the shuttle's occupants are beamed to the *Enterprise*, seconds before the *Magellan* itself explodes.

Forbidden kiss

The J'naii invite the *Enterprise's* senior officers to join them for a celebratory dinner on the planet's surface. During the gathering, Soren takes Riker for a tour around the beautiful gardens. The couple secretly kiss, but they are observed by Krite.

A shocked Riker is later informed by Krite that Soren has been taken into custody to answer for her deviant behavior. The commander beams down to the planet's surface and attempts to protect her by taking the blame. Soren, however, will not allow this. She claims to be tired of lies and gives a passionate speech to the J'naii authorities defending her gender-based feelings. This plea for tolerance falls on deaf ears, however, and Soren is taken away to undergo the psychotectic treatment.

On board the *Enterprise*, **Captain Picard** tells Riker that there is nothing they can do for Soren. It would be against the **Prime Directive** to interfere with the internal affairs of the J'naii. He warns Riker not to risk his career by doing anything foolish.

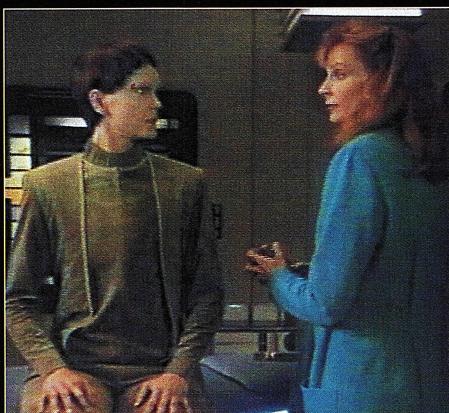
Despite his captain's warning, Riker decides to rescue Soren. **Worf** volunteers to join him, and the two **Starfleet** officers

beam down to the J'naii homeworld. The **Klingon** helps Riker to snatch Soren away from a group of people walking through the gardens. Once alone, however, Riker is dismayed to discover that she has already had psychotectic treatment. Soren walks away after telling the commander any

feelings for him have gone.

Returning to the *Enterprise*, Riker is gently asked by Picard if they have any further business with the J'naii. The heartbroken first officer has little choice but to say no, and the ship prepares to leave orbit for its next mission.

ON SCREEN...



7 Dr. Beverly Crusher examines Soren and concludes that the J'naii has only a minor concussion. The alien curiously asks if the doctor is a female.



8 Soren tells Riker of a child at her school who was teased and bullied for having 'male tendencies.' He was taken away for psychotectic treatment.



9 After the success of their mission, Soren takes Riker for a tour of her homeworld. The couple kiss in the gardens, not realizing that they are being spied upon by Krite.



10 When Soren is taken into custody, Riker tells Noor that the *ENTERPRISE* will give her asylum. The J'naii leader refuses and insists that they have a high success rate in treating "deviants."



11 Worf offers to join Riker on his mission to rescue Soren. The Klingon tells his commander that a warrior does not allow his friends to go into battle alone.



12 Riker is dismayed when Soren rejects him. The young J'naii has been subjected to psychotectic treatment, and this has wiped away any romantic feelings.

STARSHIP FACTS

Soren tells Riker that the J'naii were once two sexes, but they evolved to a higher state and now view gender as primitive.

Null space existed purely in theory before 2368. The U.S.S. Enterprise's discovery of the pocket is the first ever recorded.

R continued

Restoration

A prophesied era of paradise on **Bajor**. The Restoration was to follow a time of apocalyptic destruction and suffering, wrought by the evil **Pah-wraiths**. (*Starship Log*: 'The Changing Face of Evil' [DS9]) **SEE FILES 10, 50, 70**

Retaya

A hired gun for the **Tal Shiar**. Retaya's plan to eliminate **Elim Garak** in 2371 dissolved when **Odo** saw through the **Flaxian** assassin's merchant disguise. Retaya's transport ship exploded after departing **Deep Space Nine**. (*Starship Log*: 'Improbable Cause' [DS9]) **SEE FILE 70**

reticular formation

A characteristic brain structure shared by many humanoids. The reticular formation manages activity within the nervous system. A side-effect of the **Ktarian** game was to put the reticular formation into overdrive. (*Starship Log*: 'The Game' [TNG]) **SEE FILES 18, 60, 69**

Retnax V

Starfleet prescription medication to correct myopia. **Admiral James T. Kirk** suffered from nearsightedness in 2285, but an allergy to Retnax V made it impossible for him to take it. (*Starship Log*: *Star Trek II: The Wrath of Khan*) **SEE FILES 43, 73**

retrovirus

This disease-causing microorganism transfers DNA into a host cell during its own RNA replication. Vaccines have been developed to thwart retroviruses, but the same components that make a vaccine can also be used as a biogenic weapon. A retrovirus was used to fight **Lt. Reginald Barclay's** **Protomorphosis Syndrome**. **Ensign Harry Kim** contracted a retrovirus that turned him into a homesick **Taresian** on **Stardate 50698**. The **EMH** found and destroyed a new alien retrovirus carried by a few of the **U.S.S. Voyager NCC-74656's** personnel. (*Starship Log*: 'Genesis' [TNG]; 'Favorite Son' [VOY]) **SEE FILES 43, 69, 71**

▶ In 2370, a retrovirus was found to be responsible for the alarming transformation of several **U.S.S. ENTERPRISE NCC-1701-D** personnel into evolutionary throwbacks.

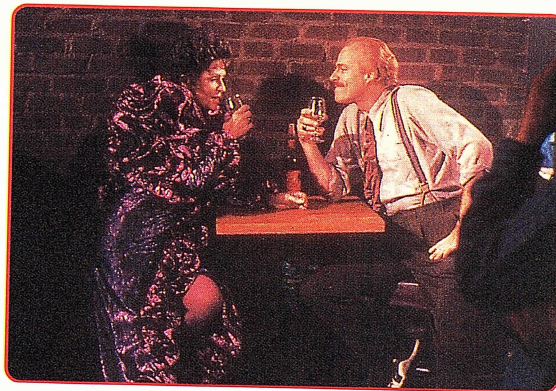


Rettick

This member of the **Kazon-Nistrim** served as a communications officer on **Maje Culluh's** ship. Rettick received information about the **U.S.S. Voyager NCC-74656** from spy **Michael Jonas**, and attended the **Trabe** peace summit with Culluh. (*Starship Log*: 'Threshold' [VOY]) **SEE FILES 18, 71**

Revalus

This writer, author of 'The Wait', was a proponent of visceral writing. Revalus worked using pen and paper, comparing it to feeling a brush on canvas. **Onaya** gave **Jake Sisko** a pen owned by Revalus. (*Starship Log*: 'The Muse' [DS9]) **SEE FILE 70**



▶ **Lwaxana Troi** became infatuated with **Rex**, a bartender who featured in one of **Captain Picard's** **Dixon Hill** holoprograms. **Lwaxana** was unaware that **Rex** was just a holographic projection.

Revere NCC-595, U.S.S.

In 2271, **Commodore Probert** ordered the *Revere* to meet the **U.S.S. Columbia**. This was among the last directives routed through the **Epsilon IX Monitoring Station** prior to its destruction by **V'Ger**. (*Starship Log*: *Star Trek: The Motion Picture*) **SEE FILES 32, 72**

reverse time warp

Rom used this terminology to describe a phenomenon created by exposing **kemacite** to the beta radiation in an atomic explosion. In 2373, a reverse time warp transported the ship on which **Quark**, **Rom**, and **Nog** were traveling to Earth back to the year 1947. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILES 51, 70**

reverse-ratcheting router

This low-tech tool shaves thin layers of wood. In 2371, a customer of **Quark's**, called **Emi**, manufactured reverse-ratcheting router planers. She believed acquiring **self-sealing stem bolts** would increase production three-fold. (*Starship Log*: 'Prophet Motive' [DS9]) **SEE FILE 70**

Revok, Gul

This **Cardassian** soldier betrayed **Damar's** budding rebellion against the **Dominion**. Revok tricked **Damar** into coming out of hiding and then helped **Weyoun** locate all 18 rebel bases. (*Starship Log*: 'The Dogs of War' [DS9]) **SEE FILE 70**

Rex

A character in the **Dixon Hill** holodeck programs often favored by **Captain Jean-Luc Picard**. Rex was the bartender and proprietor of Rex's bar. **Lwaxana Troi** did not realize that Rex was a hologram and was intrigued that she could not read his thoughts. (*Starship Log*: 'Manhunt' [TNG]) **SEE FILES 56, 58, 69**

Reyab

This small **Kobliad** spacecraft was carrying three passengers, including prisoner **Rao Vantika**, when a fire killed the pilot and nearly destroyed the ship in 2369. The **Starfleet Runabout Rio Grande** towed the *Reyab* to **Deep Space Nine**. (*Starship Log*: 'The Passenger' [DS9]) **SEE FILES 18, 70**

reyamilk soak

A relaxing activity offered on **Risa**. A large bathtub-like container is filled with reyamilk and a vacationer sits in the tub. **Leeta** planned to partake of this indulgence following a massage. (*Starship Log*: 'Let He Who is Without Sin ...' [DS9]) **SEE FILES 4, 70**

Restoration

Retaya

reticular formation

Retnax V

retrovirus

Rettick

Revalus

Revere NCC-595, U.S.S.

reverse time warp

reverse-ratcheting router

Revok, Gul

Rex

Reyab

reyamilk soak

Reyga, Dr.

Reynolds, Captain Charlie

Rhada, Lieutenant

Rhodes, Lieutenant Sandra

rhodium nitrite

Rhomboid Dronegar Sector

Rhuludian crystals

Rhymus Major

Rib

ribocytic flux

ribosome infusion

Rice, Captain Paul

Richardson

Richardson, Captain

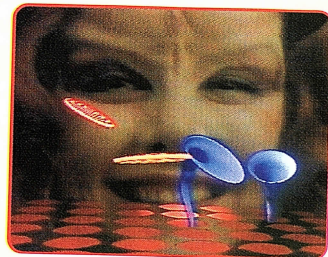
Richey, Colonel Stephen

Richter's scale of culture

Ricktior Prime

Ricky

riddinite



▶ The game with which the **Ktarians** planned to take over the **Federation** had the side-effect of boosting **reticular formation** in the minds of those who used it.



▶ The body of **Kobliad** prisoner **Rao Vantika** was seriously injured in a fire aboard the **REYAB**, but he transferred his consciousness into **Dr. Julian Bashir**.





Reyga, Dr. This scientist developed **metaphasic shielding**, but his revolutionary achievement was ignored because of anti-**Ferengi** prejudice. In 2369, Reyga was murdered by a jealous scientist who wanted to claim that he invented the new shielding facility. (*Starship Log: 'Suspicious'* [TNG]) **SEE FILES 51, 69**

▶ **Dr. Reyga was not like other Ferengi, and elected to put scientific research before profit. He was killed for his knowledge.**



Reynolds, Captain Charlie The captain of the **Federation** starship **U.S.S. Centaur**. In 2374, Reynolds attacked a **Jem'Hadar Attack Cruiser**, unaware that it was on a covert mission under the command of his old friend **Benjamin Sisko**. Reynolds later helped to retake **Deep Space Nine**. (*Starship Log: 'A Time to Stand'* [DS9]) **SEE FILES 31, 70**

Rhada, Lieutenant An officer on the **U.S.S. Enterprise NCC-1701** in 2268. She was occasionally assigned to helm duty. (*Starship Log: 'That Which Survives'* [TOS]) **SEE FILES 20, 68**

Rhodes, Lieutenant Sandra Security officer serving on the **U.S.S. Enterprise NCC-1701-D** in 2370. **Lt. Worf** assigned Rhodes and **Garvey** to prevent **DaiMon Bok** from killing **Jason Vigo**, who was thought to be **Captain Picard's** son. (*Starship Log: 'Bloodlines'* [TNG]) **SEE FILES 25, 69**

rhodium nitrite A common ore; even several thousand tons of rhodium nitrite is not considered a rich haul. The **Maquis** combined rhodium nitrite with several other ingredients to manufacture **cobalt diselenide**. (*Starship Log: 'For the Uniform'* [DS9]) **SEE FILES 18, 70**

Rhomboid Dronegar Sector The **U.S.S. Enterprise NCC-1701-D** was lured into this area of space by a mayday signal in 2365. The source of the signal was a malfunctioning **Pakled Vessel**. (*Starship Log: 'Samaritan Snare'* [TNG]) **SEE FILES 40, 69**

Rhuludian crystals A mind-altering substance that affects the perception of time passing. According to **Delta Quadrant** salesman **Sutok**, the crystals make days feel like seconds of joy. (*Starship Log: 'Fair Trade'* [VOY]) **SEE FILE 71**

Rhymus Major The first **holosuite** installed in **Quark's bar** ran a program set on Rhymus Major, an idyllic planet with two suns. Quark shared the romantic program with **Natima Lang**. (*Starship Log: 'Profit and Loss'* [DS9]) **SEE FILES 50, 70**

Rib An inmate of the **Akritirian** prison satellite in the **Delta Quadrant**. Rib did not have the strength of will to resist the demands of **Pit**, a fellow prisoner. (*Starship Log: 'The Chute'* [VOY]) **SEE FILE 71**

ribocytic flux Medical description of a situation in which a being's DNA is in the process of being altered. During **Lt. Reginald Barclay's Protomorphosis Syndrome**, dormant DNA strands became activated and monstrous changes occurred. (*Starship Log: 'Genesis'* [TNG]) **SEE FILES 43, 69**

ribosome infusion A method of repairing cell damage in an injured patient. **Dr. Beverly Crusher's** only hope of saving a seriously injured **Romulan** rescued from **Galorndon Core** was to give him a ribosome infusion. (*Starship Log: 'The Enemy'* [TNG]) **SEE FILE 69**

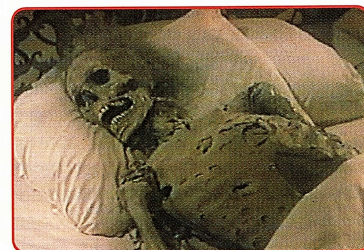
Rice, Captain Paul The **Starfleet** officer in command of the **U.S.S. Drake NCC-20381**, until its destruction in 2364 while orbiting the planet **Minos**. Rice's image was used to ensnare **Commander William Riker** when he visited Minos. (*Starship Log: 'The Arsenal of Freedom'* [TNG]) **SEE FILES 31, 69**

Richardson This crew member from the **U.S.S. Enterprise NCC-1701-D** died on **Bersallis III** in an effort to save over 600 colonists from a terrible storm. Richardson was under **Neela Daren's** command at the time. (*Starship Log: 'Lessons'* [TNG]) **SEE FILES 25, 69**

Richardson, Captain A **Starfleet** captain who, as a cadet, sought the wisdom of **Starfleet Academy** groundskeeper **Boothby**. Richardson was known to **Species 8472**, and was mentioned in the same breath as **Captain Jean-Luc Picard**. (*Starship Log: 'In The Flesh'* [VOY]) **SEE FILE 71**

Richey, Colonel Stephen The commanding officer of a NASA deep space mission. Richey's crew was accidentally killed by aliens who then put Richey in a habitat based on a trashy 21st-century novel. (*Starship Log: 'The Royale'* [TNG]) **SEE FILES 4, 69**

▶ **Colonel Stephen Richey was the sole survivor of an early NASA interstellar voyage. He died alone in a habitat created by the aliens who destroyed his ship.**



Richter's scale of culture A standardized set of criteria used to define a civilization's status based on culture and technology. In 2267, **Spock** used it to classify **Organia** as D-minus on Richter's scale. (*Starship Log: 'Errand of Mercy'* [TOS]) **SEE FILE 68**

Ricktory Prime A conflagration with the **Jem'Hadar** occurred on this planet in 2375. Among the victims of the **Battle of Ricktory Prime** were all but six of the 1250 crew members of the **U.S.S. Grissom**. (*Starship Log: 'Field of Fire'* [DS9]) **SEE FILE 70**

Ricky An astoundingly beautiful female in **Lt. Tom Paris's Chez Sandrine holoprogram**. According to Sandrine, Ricky would sit and wait for Paris to appear – a habit which the lieutenant appreciated. (*Starship Log: 'The Cloud'* [VOY]) **SEE FILE 71**

riddinite The **Albino** used this material to construct his fortified residence on **Secarus IV**. This fact was taken into consideration when **Kang, Koloth, Kor**, and **Jadzia Dax** prepared their attack. (*Starship Log: 'Blood Oath'* [DS9]) **SEE FILE 70**



▶ **The riddinite walls of the Albino's fort could not withstand an explosion.**



R continued

riding hound

An animal that five-year-old **Elim Garak** attempted to ride during a rare day in the country with **Enabran Tain**. Garak reputedly fell off the beast, but kept getting back on. (*Starship Log*: 'In Purgatory's Shadow' [DS9]) **SEE FILES 50, 70**

Rifkin, Captain

One of the many officials who visited **Deep Space Nine** in 2373, expecting to see **Bajor** formally join the **Federation**. (*Starship Log*: 'Rapture' [DS9]) **SEE FILE 70**

Riga

Scientific advisor to **Consul Burkus** of the **Monean Maritime Sovereignty**. Riga's warnings about his ocean world losing containment were brushed aside by Burkus, but he found an ally in **Tom Paris**. (*Starship Log*: 'Thirty Days' [VOY]) **SEE FILES 18, 71**

Riga, Stano

This quantum mathematics humorist was regarded as one of humanity's funniest people. In an effort to understand humor, **Lt. Commander Data** watched one of Riga's performances in the **holodeck**, but thought it was too obscure. (*Starship Log*: 'The Outrageous Okona' [TNG]) **SEE FILES 43, 69**

Rigel II

This planet was the location of a bawdy cabaret which **Dr. Leonard McCoy** recalled with fondness in 2266. He attended a show there and



became friends with two chorus line girls, whom he described as "almost dressed in feathers." (*Starship Log*: 'Shore Leave' [TOS]) **SEE FILES 4, 68**

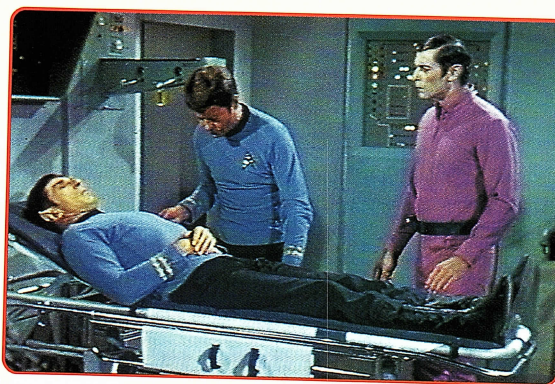
▲ The technology of the amusement park planet recreated two scantily-clad Rigel II chorus girls from Dr. McCoy's memories.

Rigel IV

This planet witnessed a rash of serial killings in 2266, which were attributed to **Beratis**. Rigel IV also produced a brilliant astronomer who was so entranced by **Lwaxana Troi** that he named a star in her honor. In 2370, **Keiko O'Brien** attended a hydroponics conference on Rigel IV. The **Tigan** family mines used a refinery on the planet. (*Starship Log*: 'Wolf in the Fold' [TOS]; 'Half a Life' [TNG]; 'The Wire' [DS9]) **SEE FILES 4, 68, 69, 70**

Rigel V

Scientists based on this planet were developing a way to increase blood production in the humanoid body in 2267. Their drug worked, but placed great stress on other internal organs. (*Starship Log*: 'Journey to Babel' [TOS]) **SEE FILES 4, 68**



▲ Dr. McCoy told the Kelvan Tomar that Spock suffered from flare-ups of Rigelian Kassaba fever "every now and then."

Rigel VII

This planet was violent and unindustrialized when contacted by the **U.S.S. Enterprise NCC-1701**, under **Captain Christopher Pike**'s command, in 2254. Approximately 100 years later, Rigel VII's computer systems crashed as a result of **Rao Vantika**'s subspace shunt. (*Starship Log*: 'The Cage' [TOS]; 'The Passenger' [DS9]) **SEE FILES 4, 67, 70**

Rigel XII

A desolate planet raging with ion storms. In 2266, three lonely **lithium** miners, led by **Ben Childress**, traded crystals for mail-order brides provided by **Harry Mudd**. (*Starship Log*: 'Mudd's Women' [TOS]) **SEE FILES 4, 68**

Rigel class

A class of **Federation** starship in service during the mid-to-late 24th century. Examples include the **U.S.S. Tolstoy NCC-62095** and the **U.S.S. Akagi NCC-62158**. (*Starship Log*: 'The Best of Both Worlds', Part II [TNG]) **SEE FILES 31, 69**

Rigel system

This star system is home to a number of warp-level civilizations. The infamous **Barros Inn**, an extremely rowdy establishment from which **Curzon Dax** was ejected after setting it ablaze, was located in the Rigel system. (*Starship Log*: 'Rejoined' [DS9]) **SEE FILES 4, 70**

Rigelian fever

An illness that kills within 24 hours of infection. In 2368, **Dr. Leonard McCoy** bluffed a **Kelvan** into thinking that **Spock** had **Rigelian Kassaba fever** and required frequent **stokaline** injections. A real epidemic of this bubonic plague-type disease nearly wiped out the **U.S.S. Enterprise NCC-1701** crew in 2369. The antitoxin relies on **ryetalyn**. (*Starship Log*: 'By Any Other Name' [TOS]) **SEE FILE 68**

Rigelian freighter

A typical cargo vessel which routinely departed from **Deep Space Nine**. In 2369, **Odo** hid a **Runabout** behind a **Rigelian freighter** so that he could leave the station in secret. (*Starship Log*: 'Vortex' [DS9]) **SEE FILE 70**

Rigelians

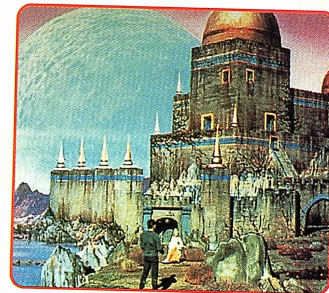
A species of humanoids not unlike **Romulans** and **Vulcans**. Only Rigelians, Romulans, and Vulcans are susceptible to **Tuvan Syndrome**. Rigelians are also known for their chocolates, which come in a wooden box. The confection is **Kira Nerys**'s favorite. (*Starship Log*: 'Journey to Babel' [TOS]; 'Chimera' [DS9]) **SEE FILES 4, 68, 70**

riding hound
Rifkin, Captain
Riga
Riga, Stano
Rigel II
Rigel IV
Rigel V
Rigel VII
Rigel XII
Rigel class
Rigel system
Rigelian fever
Rigelian freighter
Rigelians

Riker, Jean-Luc
Riker, Kyle
Riker, Thaddius
Riker, Thomas
Riker, William T.
Riker Maneuver
rikka
Riley, Kevin Thomas
Rillan grease
Rilnar
Rinax
Rinn, K'Par
Rinna
Rio Grande NCC-72452, U.S.S.
Rionoj



▲ Tom Paris was demoted to the rank of ensign when he broke the Prime Directive and helped Riga to save his endangered ocean world.



▲ Rigel VII features beautiful architecture, and has a striking view of the neighboring planets in this heavily-populated system.



Riker, Jean-Luc In a fantasy scenario, **William Riker** married **Minuet** and had a son, Jean-Luc. The boy, and the scenario in which he lived, was actually created by **Barash**, a lonely alien child, in an effort to convince Riker to remain on his planet. (*Starship Log*: 'Future Imperfect' [TNG]) **SEE FILES 4, 69**

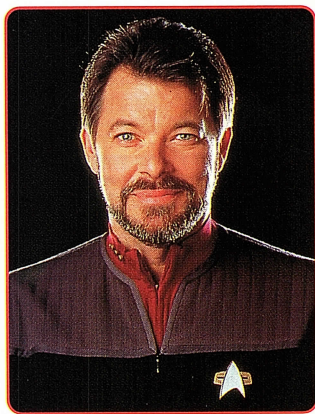
◀ **Barash took on the identity of Jean-Luc Riker to convince Commander William Riker that he was now several years in the future, and suffering from amnesia.**

Riker, Kyle The ambitious father of **William T. Riker**. Kyle Riker served as a civilian advisor to **Starfleet** on strategic issues during the **Tholian** conflict of 2353. He was once romantically linked with **Katherine Pulaski**, who later served with his son. (*Starship Log*: 'The Icarus Factor' [TNG]) **SEE FILES 43, 69**

Riker, Thaddius A colonel in the U.S. Army during that nation's civil war of the 1860's. Known as 'Old Iron Boots,' his life was apparently saved by the **Q** entity known as **Quinn**. Thaddius was an ancestor of **U.S.S. Enterprise NCC-1701-D** officer **William T. Riker**. (*Starship Log*: 'Death Wish' [VOY]) **SEE FILES 43, 71**

Riker, Thomas A transporter duplicate of **William T. Riker**. The double spent eight years trapped alone on the planet **Nervala IV**. Following his rescue by the **U.S.S. Enterprise NCC-1701-D** in 2369, he took the name 'Thomas' and was assigned to the **U.S.S. Gandhi NCC-26632**, but his dissatisfaction with **Starfleet** led to him joining the **Maquis**. Riker was apprehended by **Cardassian** authorities in 2371, after he stole the **U.S.S. Defiant NX-74205** and used it to attack **Cardassian** installations. (*Starship Log*: 'Second Chances' [TNG]; 'Defiant' [DS9]) **SEE FILES 43, 69, 70**

Riker, William T. A **Starfleet** officer with an unusually long posting, beginning in 2364, as **Captain Jean-Luc Picard's** first officer. Riker is known for his innovative thinking, loyalty, and trombone skills. He sacrificed a romance with **Deanna Troi** in order to dedicate his life to his career. In 2363, Riker repaired his relationship with his widowed father, **Kyle Riker**. Riker has turned down the offer of his own command numerous times. (*Starship Log*: 'Encounter at Farpoint' [TNG]; 'Death Wish' [VOY]) **SEE FILES 25, 43, 69, 71**



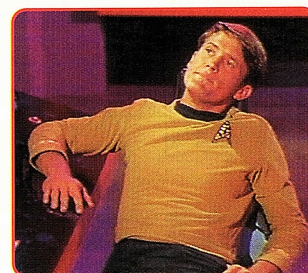
◀ **William Riker prefers to serve under Jean-Luc Picard aboard the U.S.S. ENTERPRISE NCC-1701-E, rather than accept the command of his own ship.**

Riker Maneuver A tactical maneuver devised by **Commander Riker** while the **U.S.S. Enterprise NCC-1701-E** was being pursued by two **Son'a Battleships**. Riker ordered the *Enterprise* to collect extremely volatile **metreon gas** with its **Bussard ramscoop**, then release it so that it would ignite around the Son'a vessels when they fired their weapons. **Chief Engineer Geordi La Forge** suggested that history would remember this dangerous gamble as the 'Riker Maneuver.' (*Starship Log*: *Star Trek: Insurrection*) **SEE FILES 43, 80**

rikka A flowering plant found on the planet **Taresia**. Locals distill the essence of rikka flowers down to a clear liquid, which **Eliann** dabbed on **Harry Kim's** forehead as a soporific emollient. (*Starship Log*: 'Favorite Son' [VOY]) **SEE FILES 18, 71**

Riley, Kevin Thomas A navigator who served on the **U.S.S. Enterprise NCC-1701** under **Captain James T. Kirk**. Riley's parents were massacred, along with 4000 other colonists, by **Kodos the Executioner**. In 2266, Riley saw Kodos die aboard the *Enterprise*. (*Starship Log*: 'The Naked Time' [TOS]) **SEE FILES 43, 44, 68**

▶ **Kevin Riley was an old friend of James Kirk. They both grew up on the Earth colony Tarsus IV.**



Rillan grease This ritual lubricant is applied to the skin of males and females who cavort after each other during the **Vulcan Rumarie**, an ancient pagan festival. **Neelix** hoped to revive the celebration aboard the **U.S.S. Voyager NCC-74656**. (*Starship Log*: 'Meld' [VOY]) **SEE FILES 8, 43, 71**

Rilnar A **Delta Quadrant** civilization. As the foremost enemy of the **Krenim** people, **Annorax** chose the Rilnar as the first target of his **Krenim Temporal Weapon Ship**, and obliterated them from history. (*Starship Log*: 'Year of Hell', Part II [VOY]) **SEE FILES 18, 71**

Rinax A **Talaxian** moon on which **Neelix** grew up. Rinax was considered to have the most temperate climate in the entire system, despite the hot and humid summers of the marshlands. The moon was devastated by the **metreon cascade** weapon in 2356, resulting in the deaths of 300000 Talaxians, including Neelix's entire family. (*Starship Log*: 'Jetrel' [VOY]) **SEE FILES 18, 43, 58, 71**

Rinn, K'Par The chief administrator of the **Argrathi** prison where **Miles O'Brien** was sentenced to 15 cycles of correction in 2372. (*Starship Log*: 'Hard Time' [DS9]) **SEE FILES 43, 70**

Rinna One of several **Taresian** women who pursued **Harry Kim** in the hope of becoming his wife. Rinna was, in actuality, attempting to harvest Kim's genetic material. (*Starship Log*: 'Favorite Son' [VOY]) **SEE FILES 18, 71**

Rio Grande NCC-72452, U.S.S. A **Danube-class Runabout**. The *Rio Grande* is among the complement of **Runabouts** stationed at **Deep Space Nine**. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 30, 70**

▶ **The RUNABOUT RIO GRANDE can often be found sitting on the DEEP SPACE NINE docking pads, primed and ready for action.**



Rionojo This **Boslic** freighter captain occasionally docked at **Deep Space Nine**, where she transferred cargo ranging from earrings to starship wreckage, and possibly purloined **Falangian diamonds**. (*Starship Log*: 'Broken Link' [DS9]) **SEE FILE 70**